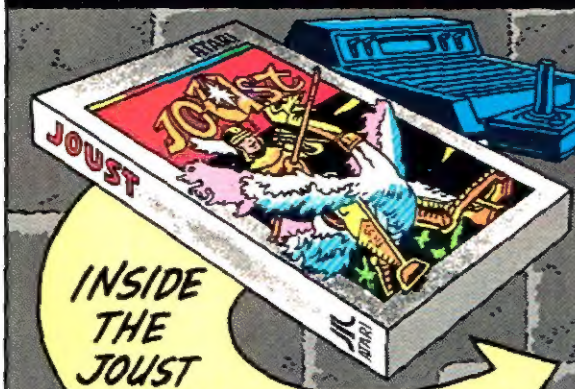
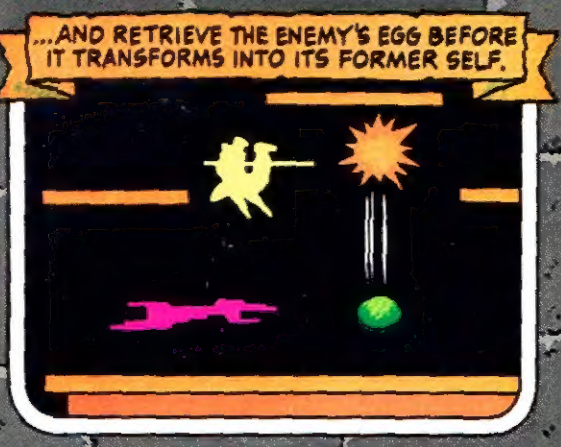
DC COMICS PRESENTS
68
75¢
CAN .95¢
U.K. 30p
APR 84
APPROVED BY THE COMICS CODE AUTHORITY
SUPERMAN and VIXEN
INTRODUCING: ADMIRAL CEREBRUS the PSYCHIC-POWERED VILLAIN!
THE NEW DC
THERE'S NO STOPPING US NOW.

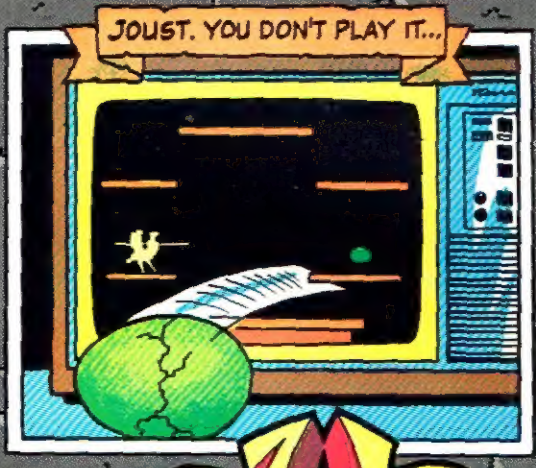
ATARI® PRESENTS JOUST*

Another smash arcade hit brought home only by Atari for use with the ATARI® 2600™ Game, Sears Video Arcade† systems and versions exclusively for the ATARI 5200™ SuperSystem and all ATARI Home Computers.



INSIDE THE JOUST CARTRIDGE...





JOUST

ATARI®

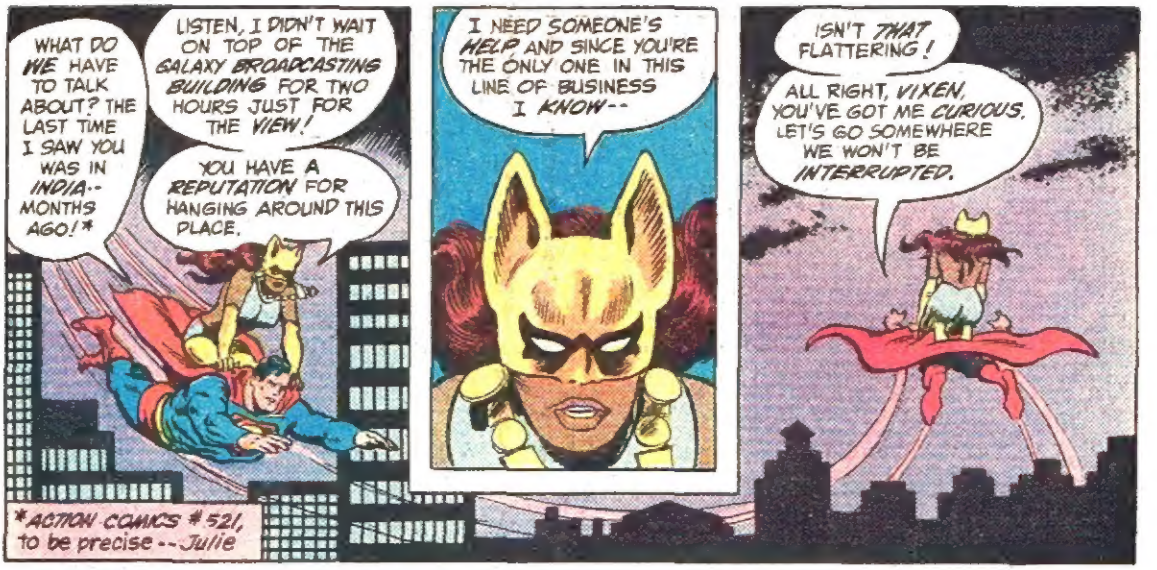
A Warner Communications Company

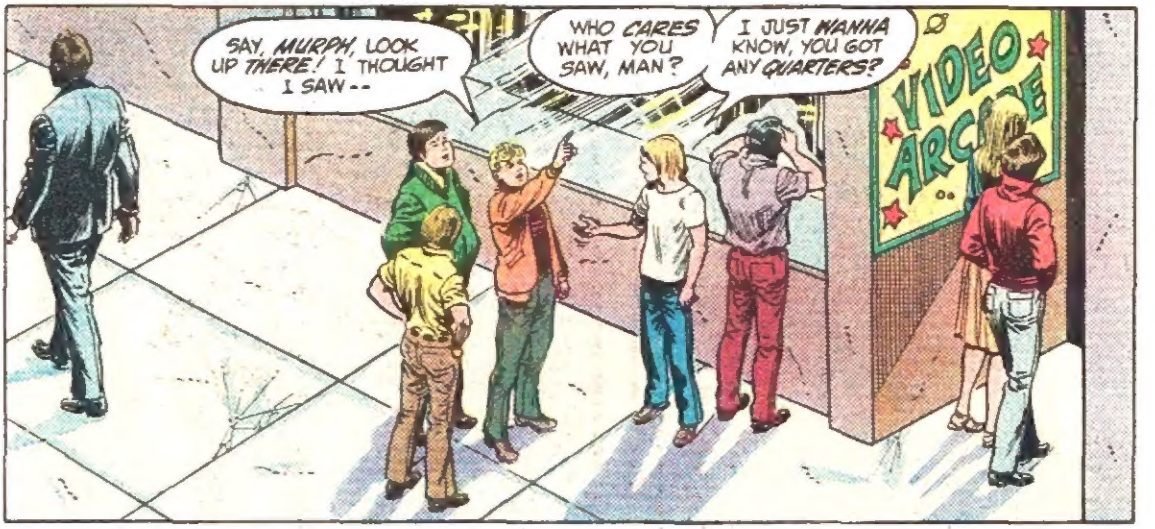
*Trademark and © Williams 1982, manufactured under license from Williams Electronics Inc. © 1983 Atari, Inc. All rights reserved †Trademark of Sears, Roebuck and Co.

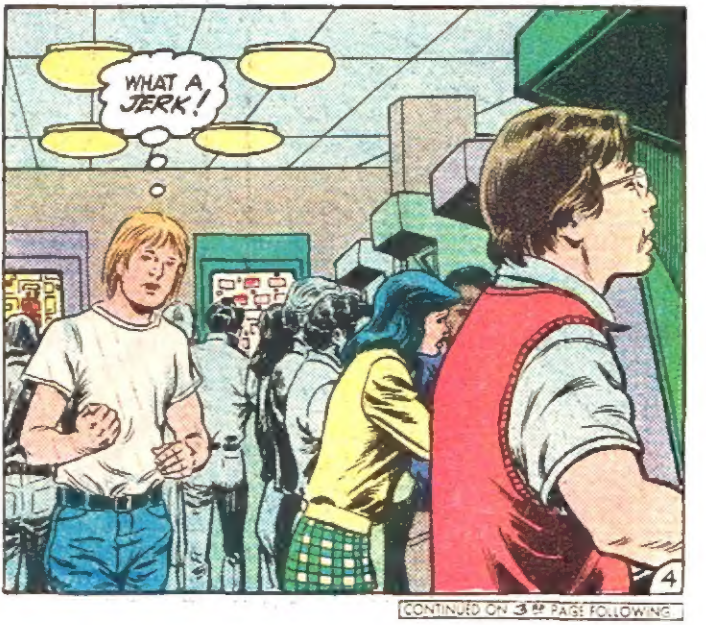
DC COMICS PRESENTS 58 (USPS 487-750) Published monthly by DC Comics Inc., 666 Fifth Avenue, New York, NY 10103. Second class postage paid at New York, NY and at additional mailing offices. POSTMASTER: Send address changes to DC Comics Inc., Subscription Dept., PO Box 1308-F, Fort Lee, NJ 07024. Annual subscription rate $9.00. Outside USA $10.00. Copyright © 1983 DC Comics Inc. All Rights Reserved. The stories, characters and incidents mentioned in this magazine are entirely fictional. Printed in USA. Advertising Representative: Sanford Schwarz & Co., 355 Lexington Avenue, New York, NY 10017. (212) 391-1400.
DC Comics Inc. A Warner Communications Company

PROLOGUE TWO:
TONIGHT:
SHE IS STILL, WATCHING.
BELOW HER, THE CITY GLITTERS LIKE A BED OF PEARLS.
SHE DOESN'T MOVE, SCARCELY BREATHES... A STATUE SCULPTED IN FLESH AND BLOOD.
AT LAST HE COMES -- THE ONE SHE'S WAITED FOR--
--AND SHE GOES TO HIM!
2

ROCKETED AS A BABY FROM THE EXPLODING PLANET KRYPTON, KAL-EL GREW TO MANHOOD ON EARTH--WHOSE YELLOW SUN AND LIGHTER GRAVITY GAVE HIM FANTASTIC SUPER-POWERS! IN THE CITY OF METROPOLIS, HE POSES AS MILD-MANNERED NEWSMAN CLARK KENT--BUT BATTLES EVIL ALL OVER EARTH--AND BEYOND--AS...
SUPERMAN
TM
Created by JERRY SIEGEL & JOE SHUSTER
BORN IN ONE WORLD, TORN FROM IT BY WAR, RAISED IN A LAND WHERE DREAMS BECOME REALITY--DAUGHTER OF MANY MOTHERS, INHERITOR OF THE SACRED TANTU TOTEM--
VIXEN
Created by GERRY CONWAY
"DESTINY'S CHILDREN!"
ABOUT TIME YOU SHOWED UP, SUPERMAN!
LET'S TALK!
W-WHAT?!
VIXEN! WHERE DID YOU COME FROM?
3
GERRY CONWAY WRITER / CURT SWAN PENCILLER / MURPHY ANDERSON INKER / BEN ODA LETTERER / GENE D'ANGELO COLORIST / JULIUS SCHWARTZ EDITOR







CONTINUED ON 3RD PAGE FOLLOWING

MASTERS OF THE UNIVERSE and associated trademarks are owned by Mattel, Inc. © Mattel, Inc. 1982. All rights reserved. Each product sold separately. Artwork copyright © 1981 DC Comics Inc.

Did you say . . .

MONEY...PRIZES?

Yes, money, prizes and the opportunity to start a business of your very own awaits you! Sell GRIT and join the thousands of other boys and girls who already earn their own spending money.

Fill Out and Mail This Coupon In An Envelope Today

GRIT PUBLISHING CO., Williamsport, PA 17701

Please send me all the details and..... copies
Each week to start my own GRIT route.

(PRINT)
Name .....

In Care of .....

Address .....

Town..... State ..... Zip .....

Age ..... Date of Birth .....
Month Day Year

☐ Male
☐ Female

Please Print Your Last Name Plainly Below

Signature of Parent or Guardian .....

GRIT WILL ASSIST YOU IN EVERY WAY IN THIS HAPPY REWARDING ADVENTURE

For more details, mail attached coupon TODAY! HURRY!

GRIT
AMERICA'S FAMILY NEWSPAPER

Papers sent only in the Continental U.S.

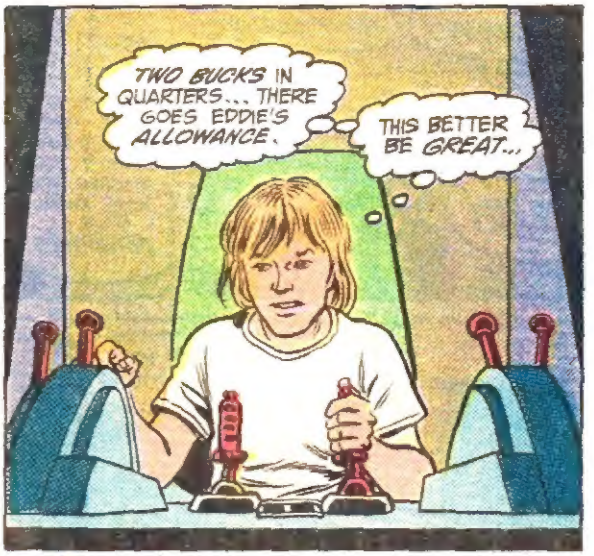
State law requires newsboys and girls to be 10 years or older, 12 years or older in the states of AL, DE, LA, MA, MO, NJ, NY, NC, PA, RI, VA and WI.

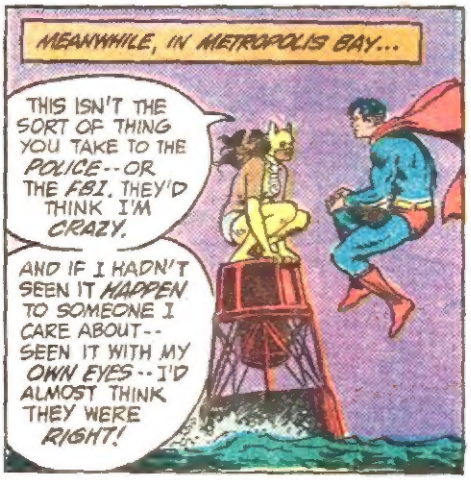
NC-14

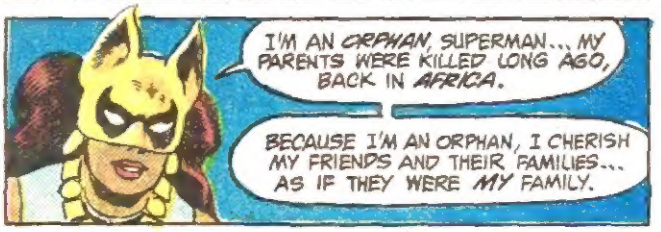
ARAK
THE SORCERER!
ARAK
THE DEAD!
BY
ROY THOMAS
RON RANDALL & RICK MAGYAR
ON SALE FEBRUARY 9

THE NEW D.C. THERE'S NO STOPPING US NOW.

HEY, NOW HERE'S SOMETHING NEW.
ONE OF THOSE "TOTAL ENVIRONMENT" GAMES--YEAH, I SAW SOMETHING ABOUT 'EM ON TV.
GALAXY STARFIGHTER

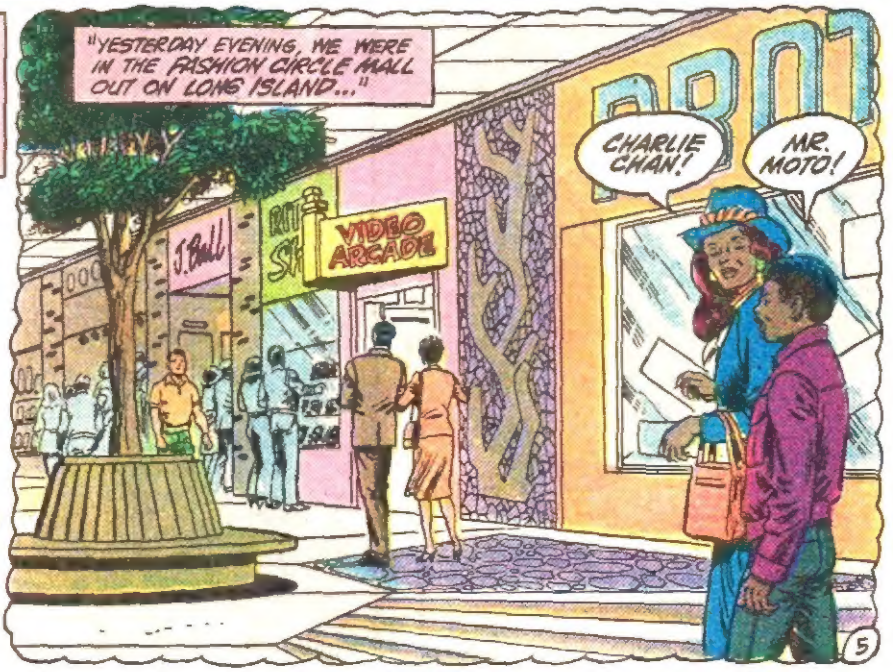

TWO BUCKS IN QUARTERS... THERE GOES EDDIE'S ALLOWANCE.
THIS BETTER BE GREAT...


MEANWHILE, IN METROPOLIS BAY...
THIS ISN'T THE SORT OF THING YOU TAKE TO THE POLICE--OR THE FBI. THEY'D THINK I'M CRAZY.
AND IF I HADN'T SEEN IT HAPPEN TO SOMEONE I CARE ABOUT--SEEN IT WITH MY OWN EYES--I'D ALMOST THINK THEY WERE RIGHT!

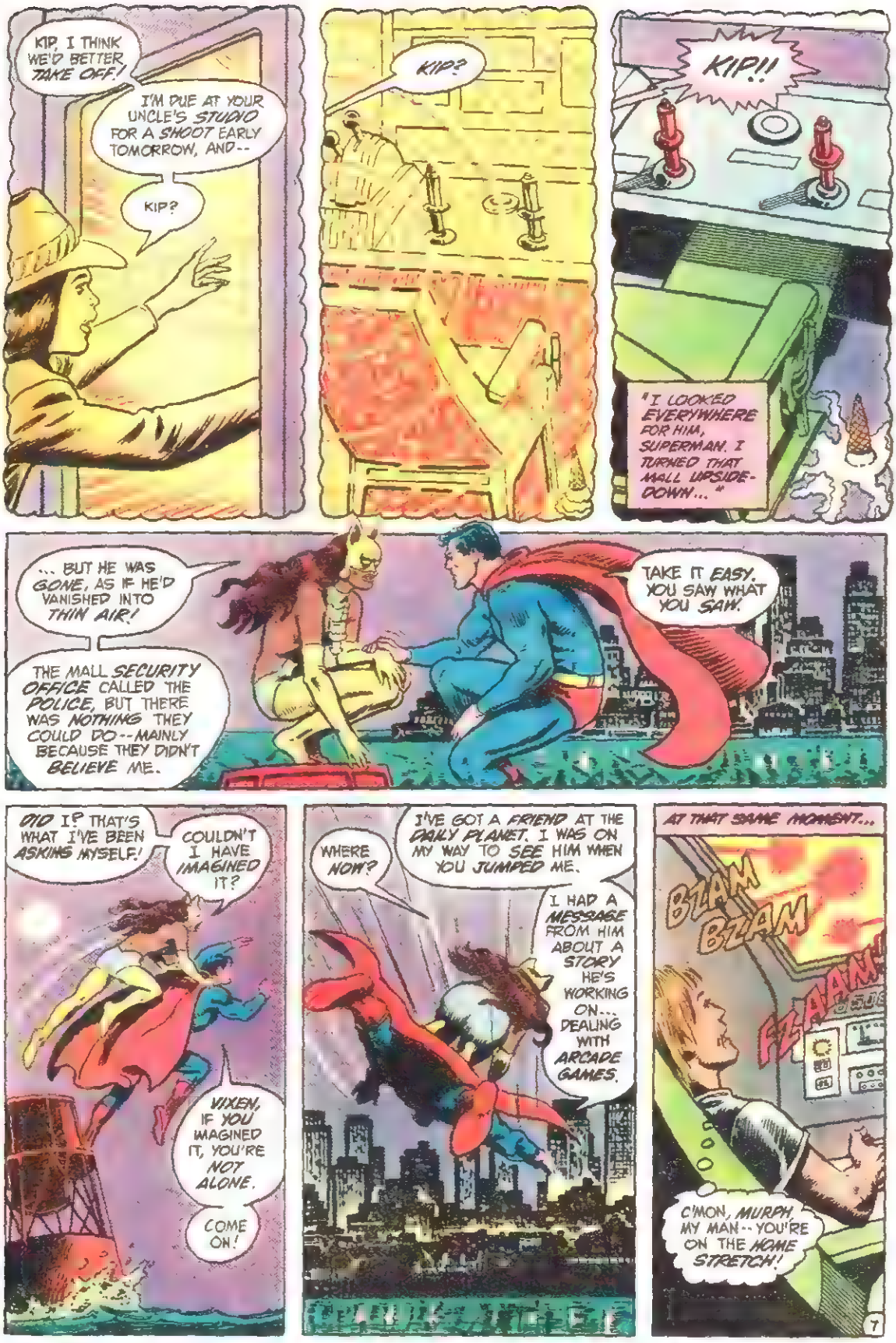

I'M AN ORPHAN, SUPERMAN... MY PARENTS WERE KILLED LONG AGO, BACK IN AFRICA.
BECAUSE I'M AN ORPHAN, I CHERISH MY FRIENDS AND THEIR FAMILIES... AS IF THEY WERE MY FAMILY.

I CAN UNDERSTAND THAT...
A FRIEND OF MINE--A FASHION PHOTOGRAPHER NAMED WILLIE LAYTON--HAS A NEPHEW, KIP.
KIP IS A GOOD KID...

"... AND WE'VE BEEN SPENDING TIME TOGETHER, SEEING MOVIES, GOING SHOPPING. HE'S LIKE THE LITTLE BROTHER I NEVER HAD...


"YESTERDAY EVENING, WE WERE IN THE FASHION CIRCLE MALL OUT ON LONG ISLAND..."
VIDEO ARCADE
CHARLIE CHAN!
MR. MOTO!

SAM SPADE!
PHILIP MARLOWE!
MR. AND MRS. NORTH!
MR. AND MRS. WHO?
AH-HAH! GOTCHA!
THAT'S ONE YOU MISSED, KIP-- BUT I'VE GOT TO SAY, FOR A KID WHO SPENDS MORE TIME PLAYING VIDEO GAMES THAN READING, YOU SURE KNOW YOUR DETECTIVES!
I SEE THEIR MOVIES ALL THE TIME ON TV, MARI.
SAY... COULD I HAVE A COUPLE OF QUARTERS?
DON'T TELL ME-- WHAT IS IT THIS TIME, SON OF PAC-MAN?
THAT'S ANCIENT HISTORY, MARI.
YOU WANT TO SEE WHAT'S HAPPENING NOW?-- LOOK OVER THERE.
OH, WONDERFUL--NOW YOU GET TO CLIMB RIGHT INSIDE THE GAME.
I BET I'LL HAVE TO DRAG YOU OUT, KICKING AND SCREAMING.
HA!
WATCH ME, MARI... I'M GETTING PRETTY GOOD AT THIS.
SO YOU'VE PLAYED THIS ONE BEFORE, HUH?
YEAH, SIX OR SEVEN TIMES... BUT DON'T TALK, OKAY?
I THINK I'M GONNA BREAK ONE HUNDRED THOU--
ZAM
BZAMM
ZAMM
BZOOM
BZAM
BZOOOOM
YAHAH! I DID IT!
OW, THAT LIGHT! WHAT ARE THEY TRYING TO DO, BLIND KIDS?
6


KIP, I THINK WE'D BETTER TAKE OFF!
I'M DUE AT YOUR UNCLE'S STUDIO FOR A SHOOT EARLY TOMORROW, AND--
KIP?
KIP?
KIP!!
"I LOOKED EVERYWHERE FOR HIM, SUPERMAN. I TURNED THAT MALL UPSIDE-DOWN..."
... BUT HE WAS GONE, AS IF HE'D VANISHED INTO THIN AIR!
THE MALL SECURITY OFFICE CALLED THE POLICE, BUT THERE WAS NOTHING THEY COULD DO--MAINLY BECAUSE THEY DIDN'T BELIEVE ME.
TAKE IT EASY. YOU SAW WHAT YOU SAW.
DID I? THAT'S WHAT I'VE BEEN ASKING MYSELF!
COULDN'T I HAVE IMAGINED IT?
VIXEN, IF YOU IMAGINED IT, YOU'RE NOT ALONE.
COME ON!
WHERE NOW?
I'VE GOT A FRIEND AT THE DAILY PLANET. I WAS ON MY WAY TO SEE HIM WHEN YOU JUMPED ME.
I HAD A MESSAGE FROM HIM ABOUT A STORY HE'S WORKING ON... DEALING WITH ARCADE GAMES.
AT THAT SAME MOMENT...
BLAM BLAM
FZAAAM
C'MON, MURPH, MY MAN-- YOU'RE ON THE HOME STRETCH!
7

JUST A FEW MORE BOGIES-- A FEW MORE POINTS--AND I'LL BEAT THIS DUMB MACHINE!
BZAM
BZAAAM
BZOOOM
BZAM
BZAM
93,999
BZOOOM
C'MON-- C'MON!
100,000
HA! I DID! I--
BZOOOM
OH-WOW!
TELEMETRY CONFIRMS SUBJECT HAS COMPLETED TRANSMISSION!
EXECUTE POWER-DOWN, ALL SYSTEMS.
8
CONTINUED ON 2ND PAGE FOLLOWING

COMIC BOOKS FOR SALE

1940 to 1978
over 100,000 in stock
50c for complete list
Robert Bell, Box 8326
Coral Springs, Fla. 33065

NFL BIKE TAG SPECIAL!

$1.50

All 28 NFL Teams

Be the first to collect these great metal bike tags. Each tag is $1.50 plus 50¢ postage per order. Order several. Send money and list of teams to MFP Manufacturing, Dept DC-9 PO Box 30331, Raleigh, NC 27622

Dealer inquiries call 919 781-0877

USED VIDEO GAME CARTRIDGES

SAVINGS UP TO 75%
WE BUY & SELL

SEND: SELF ADDRESSED STAMPED ENVELOPE FOR OUR FREE PRICE LIST
SHOW & TELL VIDEO, GARDINER MANOR MALL, DEPT 98, 834 SUNRISE HIGHWAY, BAYSHORE, N.Y. 11706

VIDEO PLAYERS–IMPROVE YOUR SCORE WITH THE VIDEO-MITT

A soft leather mitt which wraps around the players hand. One size fits all.
IMPROVES GRIP—COMFORTABLE
PROVIDES SUPPORT—ADJUSTABLE
USE WITH HOME OR ARCADE GAMES.

Specify right or left hand.

For each VIDEO-MITT
send $3.25 + .50 postage to:
D&D ENTERPRISES
P.O. BOX 92714, PASADENA, CA 91109

GOLDEN STATE COMICS

Send 25¢ for comics selling list and FREE protective comic bag.
4688 Boundary San Diego CA 92116
Or V.I.P. Our Store

Thousands of Marvels & DCs
For catalog send 50¢ to:
CENTORCOMICS
122 E. 42 St New York, NY 10168
A division of Centormedia Inc.

HIGH SCHOOL

The American School has been helping adults FINISH HIGH SCHOOL AT HOME in spare time, by correspondence for almost 80 years. DIPLOMA AWARDED . . . see if we can help you.
American School, Dept. 20112
850 East 58th St Chicago, IL 60637
Name_____
Address_____
City/State_____
Phone_____
NO FINANCE CHARGES

SEND FOR OUR GIANT 16 PAGE LIST OF DC & MARVEL COMICS FROM 1946 TO THE PRESENT. ONLY $4.00. OVER 60,000 COMICS ON HAND. SAM'S COMIC WORLD, PO BOX 42106, TUCSON, ARIZONA 85733

HAPPY 50th ANNIVERSARY KONG. Get 3½ x 5 thru Lifesize Photos of KING KONG on the Empire State Bldg. $2.00 catalog & handling. L. BENAW & ORLAND, H.B.O. Photo, Box C-2, 639 Lenox Av., NYC 10037. COLLECTORS ITEM.

SAVE ON NEW COMICS!

Westfield Comics Subscription Service sells all new 60¢ comic books for 40¢ and all new 75¢ comic books for 50¢ (Marvel and DC). This saves you almost 35% off cover price!

We also carry all the direct-only titles like the new Epic line from Marvel, Moon Knight, Micronauts, Ka-Zar, Camelot 3000, Dragon Man, Elfquest, Cerebus, Spirit, and the new independent comic book publishers such as Americomics, First, Eclipse, Pacific and Capital.

In addition we feature the best specialty magazines and fan publications like Amazing Heroes, Comics Journal, Comics Scene, Dr. Who, Dragon, Starlog, and many more, all at a substantial discount to you. EVERYTHING WE CARRY IS DISCOUNTED AT LEAST 25%!!

No service charge or hidden costs and the minimum order is only $10! You pay the exact UPS shipping cost and you choose shipping frequency—biweekly or monthly. You will receive a new order form each month which provides you with total flexibility in ordering both titles and quantities. Your comics and magazines are protected in plastic bags and mailed in specially constructed boxes.

All subscribers are provided with advance DC and Marvel news and our special Westfield Newsletter for up-to-the-minute information and details on all special publications, an invaluable assist when preparing your order.

Send us your name and address (please write legibly) and a 20¢ stamp for complete prices and our special, easy to use order form.

Westfield Comics
6801 Grand Teton Plaza
Madison, WI 53719 (608) 833-2122

An ATLAS BODY? In 7 days

DYNAMIC-TENSION starts giving results you can feel and your friends will notice. Big, useful muscles. Gain weight, if needed. Lose "pot belly." Send name and address for 32-page book—FREE. CHARLES ATLAS, 49 West 23rd St., New York, N.Y. 10010. Dept. 81C

KIDS! BUILD YOUR OWN FLYING SAUCER!
Send now for Detailed Instructions on how to build your U.F.O.
Really Flies! Easy to build.
Send $3.00 to: **P.S. Burroff, Box 62502, The Colony, Tx. 75056**

BIG COMIC CATALOGUE
MINT CONDITION Marvel, Disney, Golden Age and DC comics. Mini-investment Guide shows you how to invest! Send $1.25 for big catalogue refundable with first order to the COMIC MINT 6335 S. Glen Oak, Saginaw, Michigan 48603.

COMIC BOOKS FOR SALE

250,000 in stock, complete Marvel & DC Groups from 1935-1983. Also T.V. Guides, James Bond, U.N.C.L.E., Doc Savage Mags, Dark Shadows, T.V. Avengers, Disney, Movie Items, etc. From 1900-1983
We Buy. GIANT CATALOG 95¢
HOWARD D. ROGOFSKY
P.O. Box 1102, Flushing, N.Y. 11354

AUTHENTIC
Shark's Tooth
PENDANT-ON-CHAIN
A LASTING GIFT FOR ONLY $9.95

2-3 WEEK DEL
CASH • CHECK
OR
MONEY ORDER

GARO SHARKO
2238 OCEANSHORE BLVD.
ORMAND BEACH, FL 32074

DC MARVEL DELL COMICS SALE. ALL BELOW GUIDE UP TO 50% OFF. BONUS OFFERS ON 12Pg LIST. SEND 35¢ TO G. HEIDEN, 1650 OCEAN AVE. BKLYN, NY 11230. GUM CARDS STOCKED — SEND FOR SPECIAL LIST NOW & SAVE

KOLOR CUT/STICK-ON'S

Unique Stick-On's that will "liven" up your notebook, wall, mirror, lunch pail or ? Color them, cut them out. 8" WIDE
THEY WILL STICK TO JUST ABOUT ANYTHING
ALL 4 FOR $1.75 PLUS 25¢ POSTAGE
OR SEND FOR OVER 85 DESIGNS YOU CAN CHOOSE FROM (ENCLOSE 25¢ FOR POSTAGE)
SEND NOW!
WILSON ART
P.O. Box 141012
Spokane WA 99214

March of Dimes

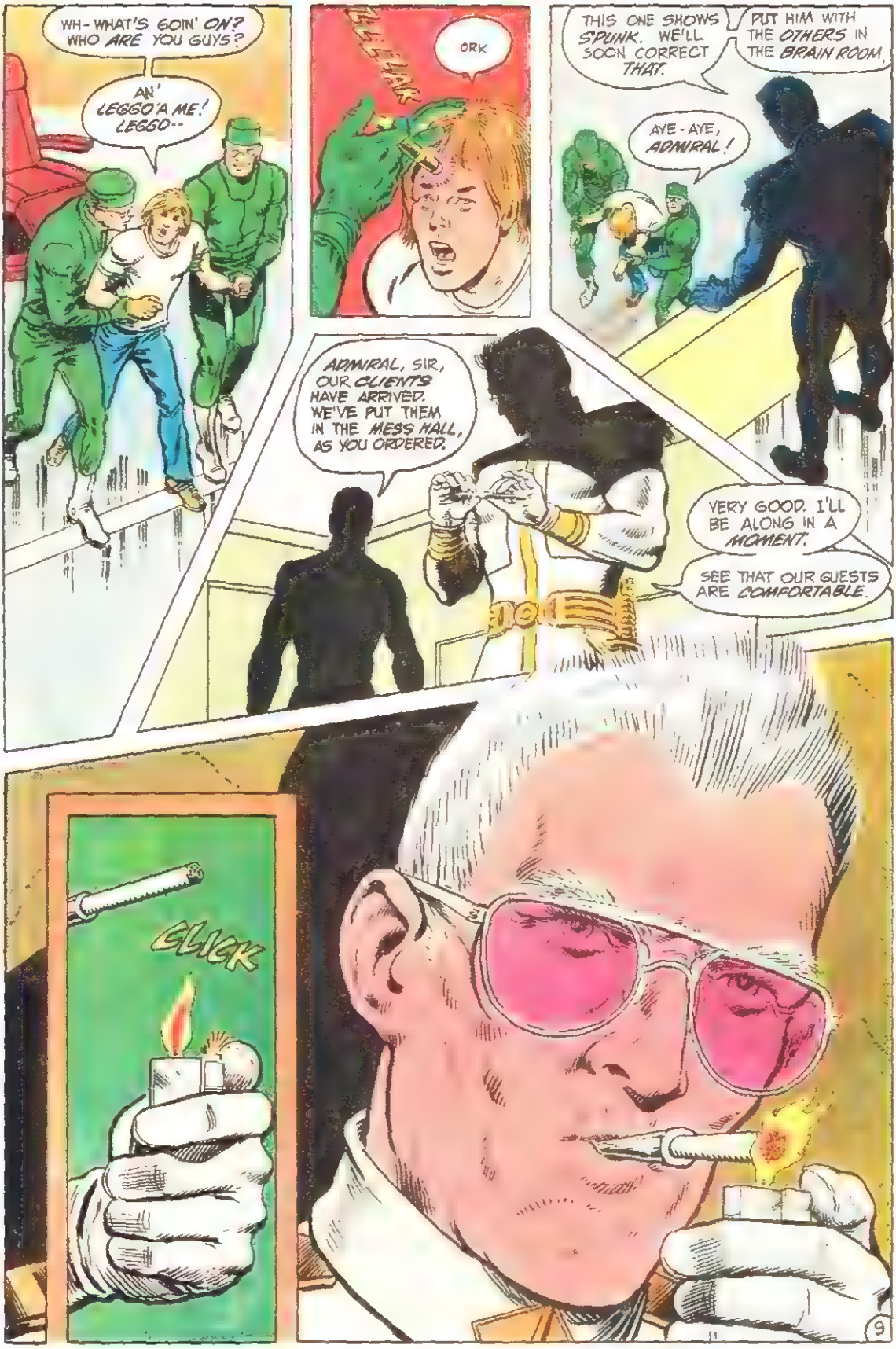
BIRTH DEFECTS FOUNDATION

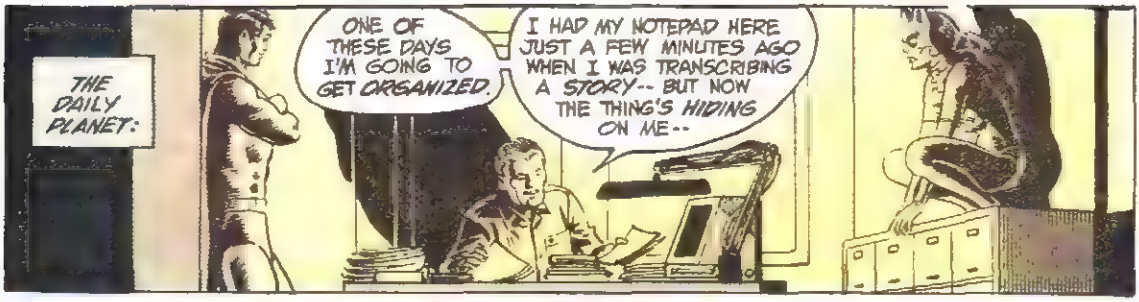
Best Prices Paid! Huge Selection!
Used Video Game Cartridges
Send self-addressed stamped envelope for FREE price list.
Used Video Tapes, Inc.
P.O. Box 4530 DC
Warren, New Jersey 07060

Write advertiser direct for information.

For advertising rates write
SANFORD SCHWARZ & CO
355 LEXINGTON AVENUE
NEW YORK, N.Y. 10017

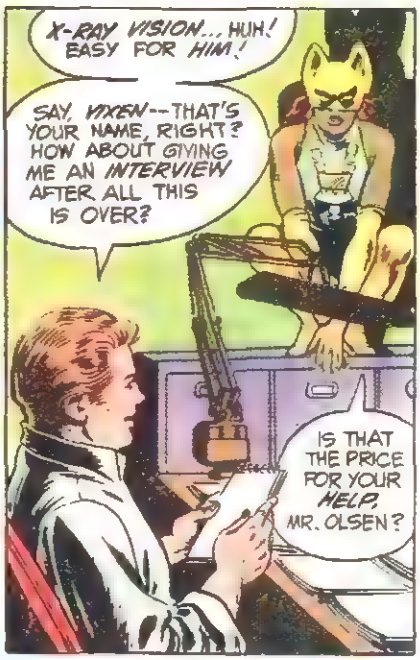
COLLECTORS: Problems Finding That Special Comic? We have Thousands Of Comics Competitively Priced. For List Send 75c (Refundable With 1st Order) To: K&R COMICS 1386 Thomas Place, Dubuque Iowa 52001


WH-WHAT'S GOIN' ON? WHO ARE YOU GUYS?
AN' LEGGO'A ME! LEGGO--
ORK
THIS ONE SHOWS SPUNK. WE'LL SOON CORRECT THAT.
PUT HIM WITH THE OTHERS IN THE BRAIN ROOM.
AYE-AYE, ADMIRAL!
ADMIRAL, SIR, OUR CLIENTS HAVE ARRIVED. WE'VE PUT THEM IN THE MESS HALL, AS YOU ORDERED.
VERY GOOD. I'LL BE ALONG IN A MOMENT.
SEE THAT OUR GUESTS ARE COMFORTABLE.
CLICK


THE DAILY PLANET:
ONE OF THESE DAYS I'M GOING TO GET ORGANIZED.
I HAD MY NOTEPAD HERE JUST A FEW MINUTES AGO WHEN I WAS TRANSCRIBING A STORY-- BUT NOW THE THING'S HIDING ON ME--

TRY UNDER THAT BLUE FOLDER, JIMMY.

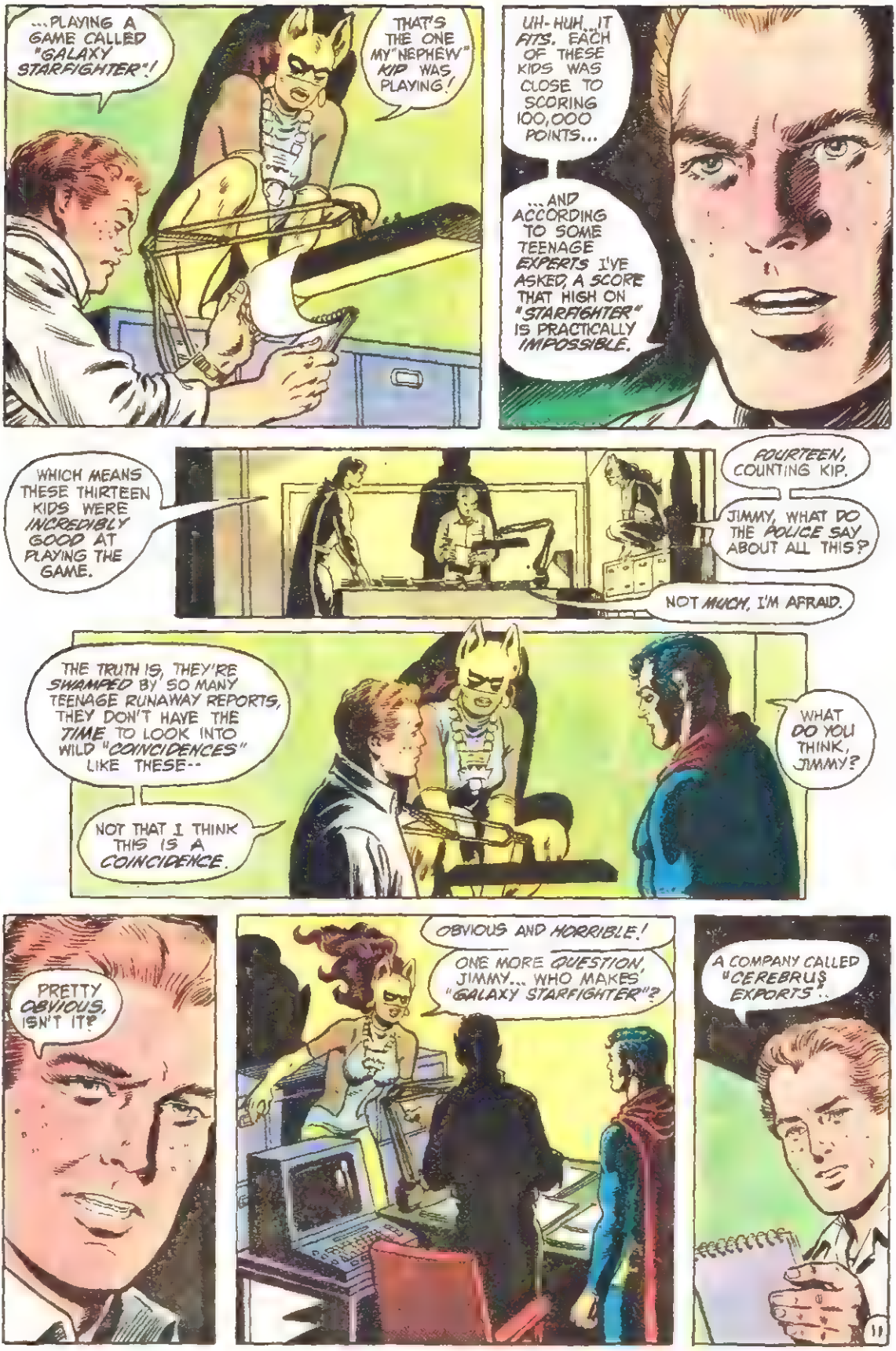
I'VE BEEN WANTING TO TELL YOU FOR A LONG TIME, SUPERMAN--
-- I HATE IT WHEN YOU DO THAT!

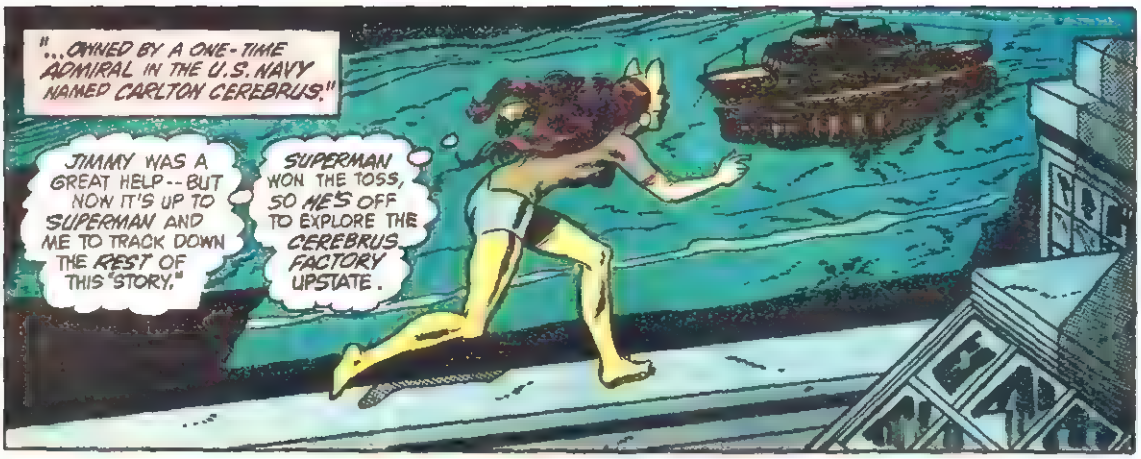

X-RAY VISION... HUH! EASY FOR HIM!
SAY, VIXEN--THAT'S YOUR NAME, RIGHT? HOW ABOUT GIVING ME AN INTERVIEW AFTER ALL THIS IS OVER?
IS THAT THE PRICE FOR YOUR HELP, MR. OLSEN?

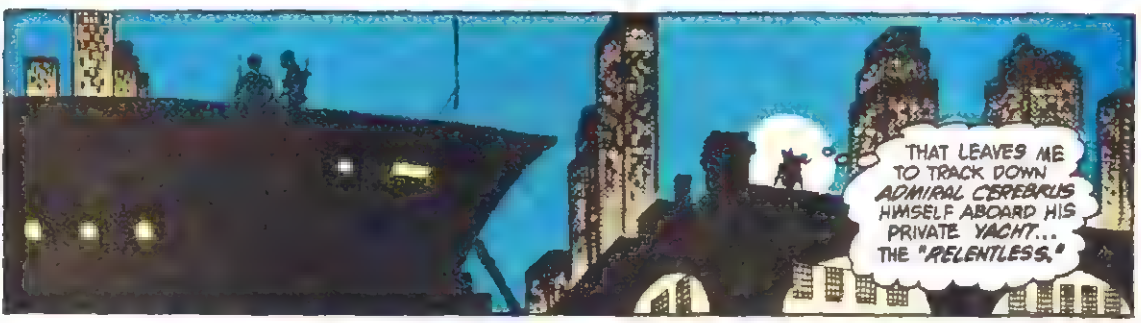
HUH? LISTEN, I DON'T KNOW WHERE YOU GET YOUR IDEAS, BUT THIS REPORTER DOESN'T SELL ANY--
EASY, JIMMY! VIXEN'S UNDER A STRAIN.
HER NEPHEW DISAPPEARED LAST NIGHT.

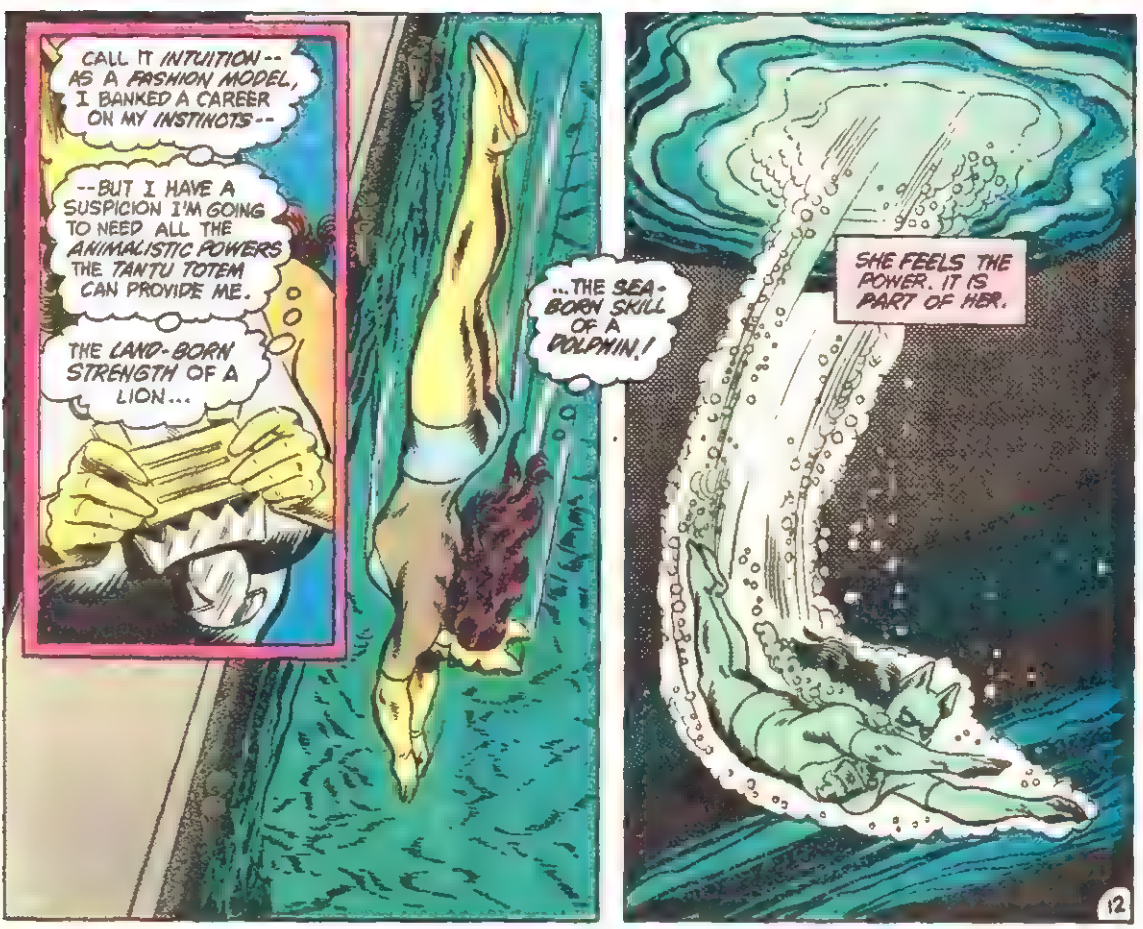
DON'T TELL ME--IN AN ARCADE, RIGHT? IT FITS THE PATTERN!
I'VE JUST BEGUN PUTTING IT ALL TOGETHER SINCE THIS AFTERNOON-- THAT'S WHY I CALLED SUPERMAN. LISTEN TO THIS...

IN THE PAST TWO MONTHS THIRTEEN KIDS, RANGING IN AGE FROM TWELVE TO SIXTEEN, HAVE VANISHED.. SIX OF THEM IN THE PAST WEEK.
ALL OF THEM WERE LAST SEEN IN VIDEO ARCADES...

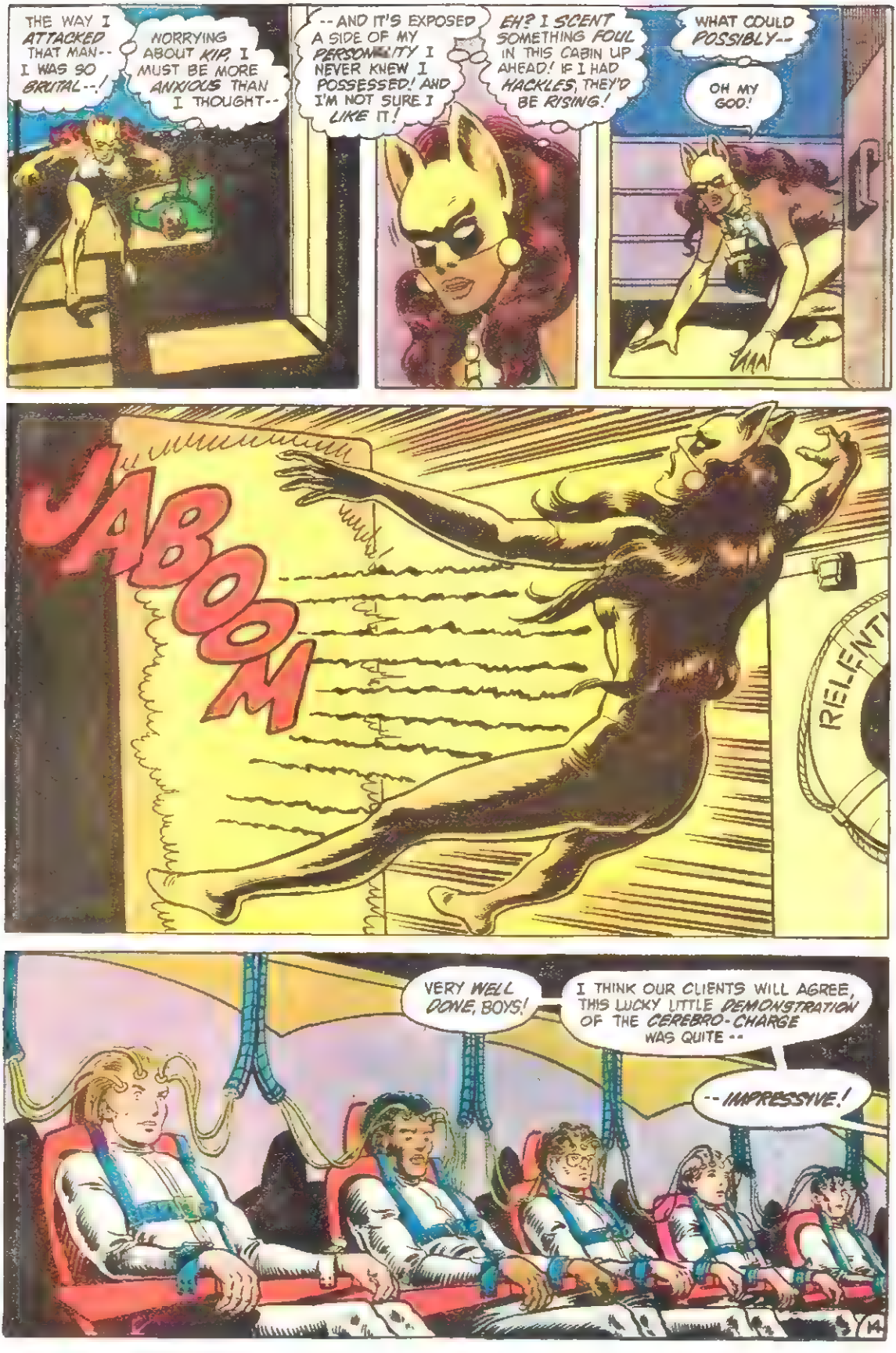

...PLAYING A GAME CALLED "GALAXY STARFIGHTER"!
THAT'S THE ONE MY "NEPHEW" KID WAS PLAYING!
UH-HUH...IT FITS. EACH OF THESE KIDS WAS CLOSE TO SCORING 100,000 POINTS...
...AND ACCORDING TO SOME TEENAGE EXPERTS I'VE ASKED, A SCORE THAT HIGH ON "STARFIGHTER" IS PRACTICALLY IMPOSSIBLE.
WHICH MEANS THESE THIRTEEN KIDS WERE INCREDIBLY GOOD AT PLAYING THE GAME.
FOURTEEN, COUNTING KIP.
JIMMY, WHAT DO THE POLICE SAY ABOUT ALL THIS?
NOT MUCH, I'M AFRAID.
THE TRUTH IS, THEY'RE SWAMPED BY SO MANY TEENAGE RUNAWAY REPORTS, THEY DON'T HAVE THE TIME TO LOOK INTO WILD "COINCIDENCES" LIKE THESE--
NOT THAT I THINK THIS IS A COINCIDENCE.
WHAT DO YOU THINK, JIMMY?
PRETTY OBVIOUS, ISN'T IT?
OBVIOUS AND HORRIBLE!
ONE MORE QUESTION, JIMMY... WHO MAKES "GALAXY STARFIGHTER"?
A COMPANY CALLED "CEREBRUS EXPORTS"...

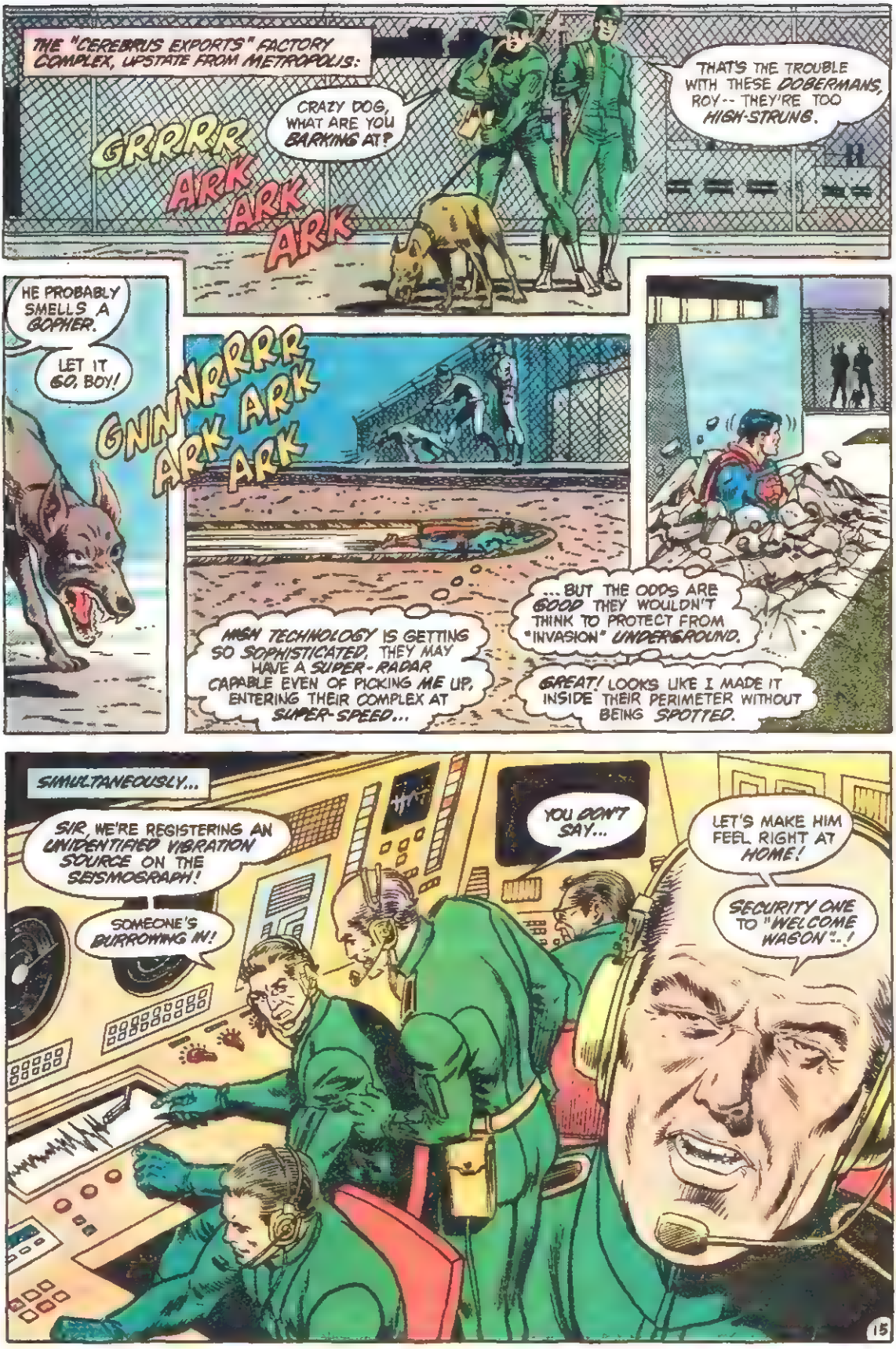

"...OWNED BY A ONE-TIME ADMIRAL IN THE U.S. NAVY NAMED CARLTON CEREBRUS."
JIMMY WAS A GREAT HELP--BUT NOW IT'S UP TO SUPERMAN AND ME TO TRACK DOWN THE REST OF THIS "STORY."
SUPERMAN WON THE TOSS, SO HE'S OFF TO EXPLORE THE CEREBRUS FACTORY UPSTATE.

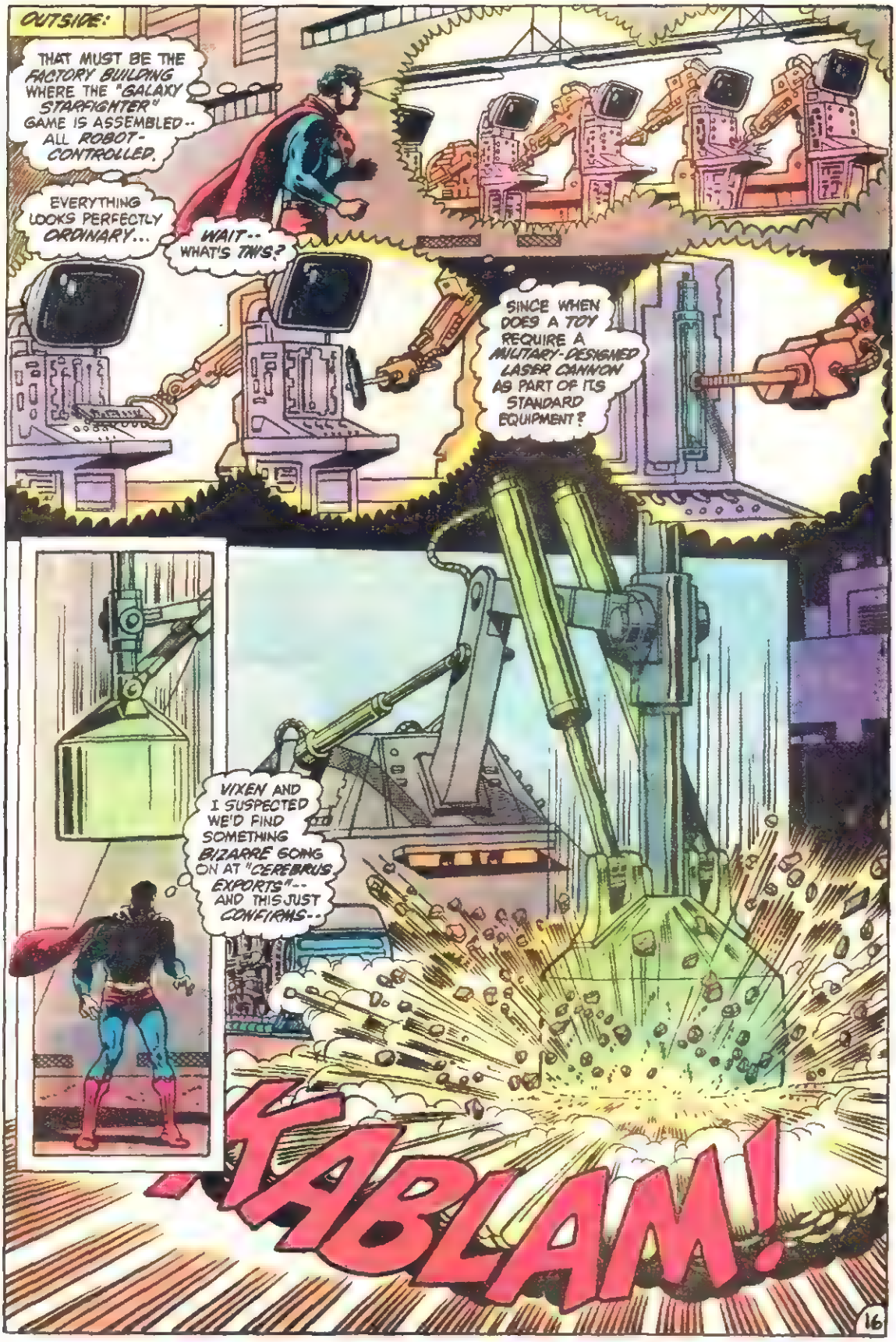

THAT LEAVES ME TO TRACK DOWN ADMIRAL CEREBRUS HIMSELF ABOARD HIS PRIVATE YACHT... THE "RELENTLESS."


CALL IT INTUITION--AS A FASHION MODEL, I BANKED A CAREER ON MY INSTINCTS--
--BUT I HAVE A SUSPICION I'M GOING TO NEED ALL THE ANIMALISTIC POWERS THE TANTU TOTEM CAN PROVIDE ME.
THE LAND-BORN STRENGTH OF A LION...
...THE SEA-BORN SKILL OF A DOLPHIN!
SHE FEELS THE POWER. IT IS PART OF HER.

FOR SIX MINUTES SHE SWIMS STRONGLY TOWARD HER DESTINATION, AND SHE KNOWS SHE COULD SWIM SIX MINUTES MORE WITHOUT SURFACING, IF IT WERE NECESSARY...
IT ISN'T.
BRIDGE, THIS IS POST THREE.
THAT SPLASH I HEARD AWHILE BACK-- IT MUST'VE BEEN A FALSE ALARM. THERE'S NOTHING OUT THERE.
POST THREE, OUT.
YOU'RE RIGHT, FRIEND. THERE'S NOTHING OUT THERE...
...BECAUSE I'M RIGHT HERE!
13

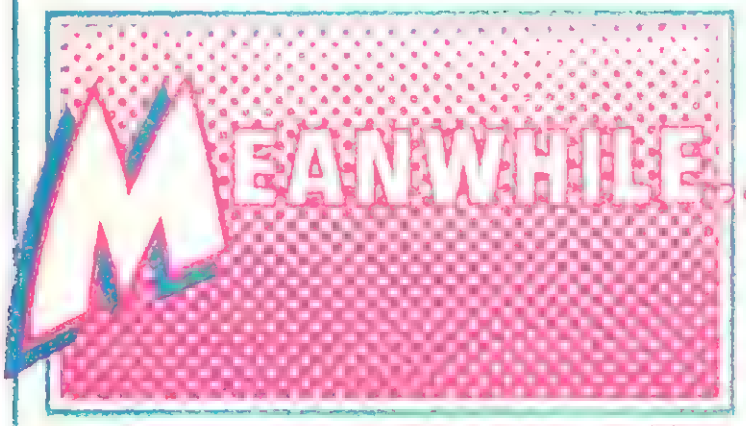

THE WAY I ATTACKED THAT MAN-- I WAS SO BRUTAL--!
WORRYING ABOUT KIP, I MUST BE MORE ANXIOUS THAN I THOUGHT--
--AND IT'S EXPOSED A SIDE OF MY PERSONALITY I NEVER KNEW I POSSESSED! AND I'M NOT SURE I LIKE IT!
EH? I SCENT SOMETHING FOUL IN THIS CABIN UP AHEAD! IF I HAD HACKLES, THEY'D BE RISING!
WHAT COULD POSSIBLY--
OH MY GOD!
KABOOM
VERY WELL DONE, BOYS!
I THINK OUR CLIENTS WILL AGREE, THIS LUCKY LITTLE DEMONSTRATION OF THE CEREBRO-CHARGE WAS QUITE --
--IMPRESSIVE!


THE "CEREBRUS EXPORTS" FACTORY COMPLEX, UPSTATE FROM METROPOLIS:
GRRRRR
ARK ARK ARK
CRAZY DOG, WHAT ARE YOU BARKING AT?
THAT'S THE TROUBLE WITH THESE DOBERMANS, ROY -- THEY'RE TOO HIGH-STRUNG.
HE PROBABLY SMELLS A GOPHER.
LET IT GO, BOY!
GNNNRRRR
ARK ARK ARK
MISH TECHNOLOGY IS GETTING SO SOPHISTICATED, THEY MAY HAVE A SUPER-RADAR CAPABLE EVEN OF PICKING ME UP, ENTERING THEIR COMPLEX AT SUPER-SPEED...
...BUT THE ODDS ARE GOOD THEY WOULDN'T THINK TO PROTECT FROM "INVASION" UNDERGROUND.
GREAT! LOOKS LIKE I MADE IT INSIDE THEIR PERIMETER WITHOUT BEING SPOTTED.
SIMULTANEOUSLY...
SIR, WE'RE REGISTERING AN UNIDENTIFIED VIBRATION SOURCE ON THE SEISMOGRAPH!
SOMEONE'S BURROWING IN!
YOU DON'T SAY...
LET'S MAKE HIM FEEL RIGHT AT HOME!
SECURITY ONE TO "WELCOME WAGON"..!


OUTSIDE:
THAT MUST BE THE FACTORY BUILDING WHERE THE "GALAXY STARFIGHTER" GAME IS ASSEMBLED-- ALL ROBOT-CONTROLLED.
EVERYTHING LOOKS PERFECTLY ORDINARY...
WAIT-- WHAT'S THIS?
SINCE WHEN DOES A TOY REQUIRE A MILITARY-DESIGNED LASER CANNON AS PART OF ITS STANDARD EQUIPMENT?
VIXEN AND I SUSPECTED WE'D FIND SOMETHING BIZARRE GOING ON AT "CEREBRUS EXPORTS"-- AND THIS JUST CONFIRMS--
KABLAM!
16

CONTINUED ON 39 PAGE FOLLOWING

CROSS SWORDS WITH CHAMPIONS!
enter the lost world of
THE WARLORD
WITH REMCO TOYS!
ARAK
YOU MAKE DC COMICS' EPIC FANTASY HEROES COME ALIVE WITH THESE ACTION FIGURES FROM REMCO!
EACH 5½-INCH FIGURE COMES COMPLETE WITH ACCESSORIES!
AVAILABLE SOON AT YOUR FAVORITE TOY STORE!
ACTUAL SIZE 5½"
BONUS! INSIDE PACKAGE-- "BATTLE BENEATH THE EARTH!" A FULL-COLOR DC COMIC BOOK WHILE SUPPLY LASTS!
HERCULES



"The way of the trailblazer is often strewn with rock and thorny bushes." (Ancient Sicilian folk saying)

Blazing new trails can be an exhilarating adventure, but even the most cautious adventurer may find himself bruised and bleeding at journey's end. Such thoughts never entered our minds when we embarked on our oft-heralded DC talent search two years ago. Armed with the advice of my forebears and a confidence born of having spent some time in my 30-odd year career trying to develop new talent on a small scale, I ventured forth into the countryside determined to find the raw talent that would be tomorrow's creative force in the comic book industry.

Our search was successful, I'm glad we did it, but I gotta tell you...I was in no way prepared for the events that brought us to where we are now and if I had it to do over again, I'd need to find a new source of time and energy. It's been fun but it's been tough!

In 1981, I found myself in a decision-making capacity at DC Comics. It became clear to me that if DC (and the rest of the comic publishers, for that matter) was to continue publishing new material for an expanding market, we would have to find a way to enlarge the talent pool to accommodate the growth of new kinds of comics and new ideas, characters, and titles. Some very talented people had left comics for greener pastures. Others started doing less work in order to do it better to meet the demands of the rapidly emerging direct sale market. Still others left the industry because they could not meet those demands. And the influx of new talent wasn't sufficient to meet current schedule requirements, much less future ones.

So we embarked on our Talent Search...amid scoffing from some quarters and a watchful eye from all. (It's significant to note that most of the scoffers have since announced some form of talent search themselves!)

On the convention trail during 1982, I looked at portfolios and read script submissions till my eyes bled . or felt like they did. Back at the office, mail submissions piled up at an alarming rate. Two things became quickly evident: 1) the talent was out there...in goodly numbers. 2) I couldn't handle the volume of work my other duties demanded and still conduct the talent search. What to do? We decided that a position should be created and a person hired to devote all his attention to the task of identifying, locating, and training new talent. The position: Talent Coordinator. And to fill it, old friend Sal Amendola. Sal was uniquely qualified for the job, having worked in every aspect of comic production and having spent a considerable amount of time in recent years teaching at **The School of Visual Arts** in New York City and **Joe Kubert's School of Cartoon Art** in Dover, New Jersey. When we announced Sal's arrival on the scene, mail submissions seemed to double, and during the 1983 convention swing we noticed that in addition to looking at many new portfolios, we found ourselves looking at updated portfolios of people whose work we had looked at in 1982. They came back again to show us that they had improved.

Fair questions: What has this all accomplished and where do we go from here? Quite a bit and as far as we can, *see* I.

1) The **New Talent Showcase** title was created to provide a vehicle to showcase the talents of some we feel are ready to our comic readers. A new, expanded version of this book will begin publication sometime in 1984.

2) Most, if not all, of the new names you'll find in the credits of DC Comics are products of the new talent program. We expect to add more new names.

3) Sal relentlessly prods our less adventuresome editors to take a chance with one of the artists or writers on his "ready" list (which we intend to turn into an actual catalogue). This list is comprised of people we feel need professional experience and feedback to take the next step in their development. This list adds considerably to our available talent pool.

4) Some of the writers and artists presented in the aforementioned **New Talent Showcase** turned pro before their new talent work was published (delays in scheduling were caused by a series of editorial assignment shifts) and often their pro assignments came from other publishers. I'm not always happy with that happening, but fair is fair...and it **does** expand the industry talent pool. It'll all shake out in the end.

Ah, the future! We are now requesting that mail submissions cease. We will not conduct talent searches at conventions in 1984. This is **not** because the new talent program is ended but because we must take the next step to bring the program to fruition. We call it phase II. To wit: All work that has been submitted to us will be returned with some evaluation or response. In some cases we will request updated samples for our in-house catalogue. Others will be informed that they are one of the fifty or so who we feel show the most promise. These fifty or so will be invited to attend seminars conducted by Sal Amendola and/or myself and others during the summer of 1984. The sites of these seminars will be determined by the demographics of the people chosen. Wherever possible, the seminars will be conducted in conjunction with or adjunct to comic conventions. Chicago and San Diego look like good bets. We are now making up that list and those on it will be informed before summer. Please don't call us...we'll call (or write) you with all the pertinent details as soon as they are determined. For those of you not on that list, DC Comics is currently preparing a sort of "How To..." book that may be helpful in improving your skills and providing the kind of information our talks with some of you have indicated would be most helpful. Sal Amendola and Nick Cuti will co-edit this book and more details will follow.

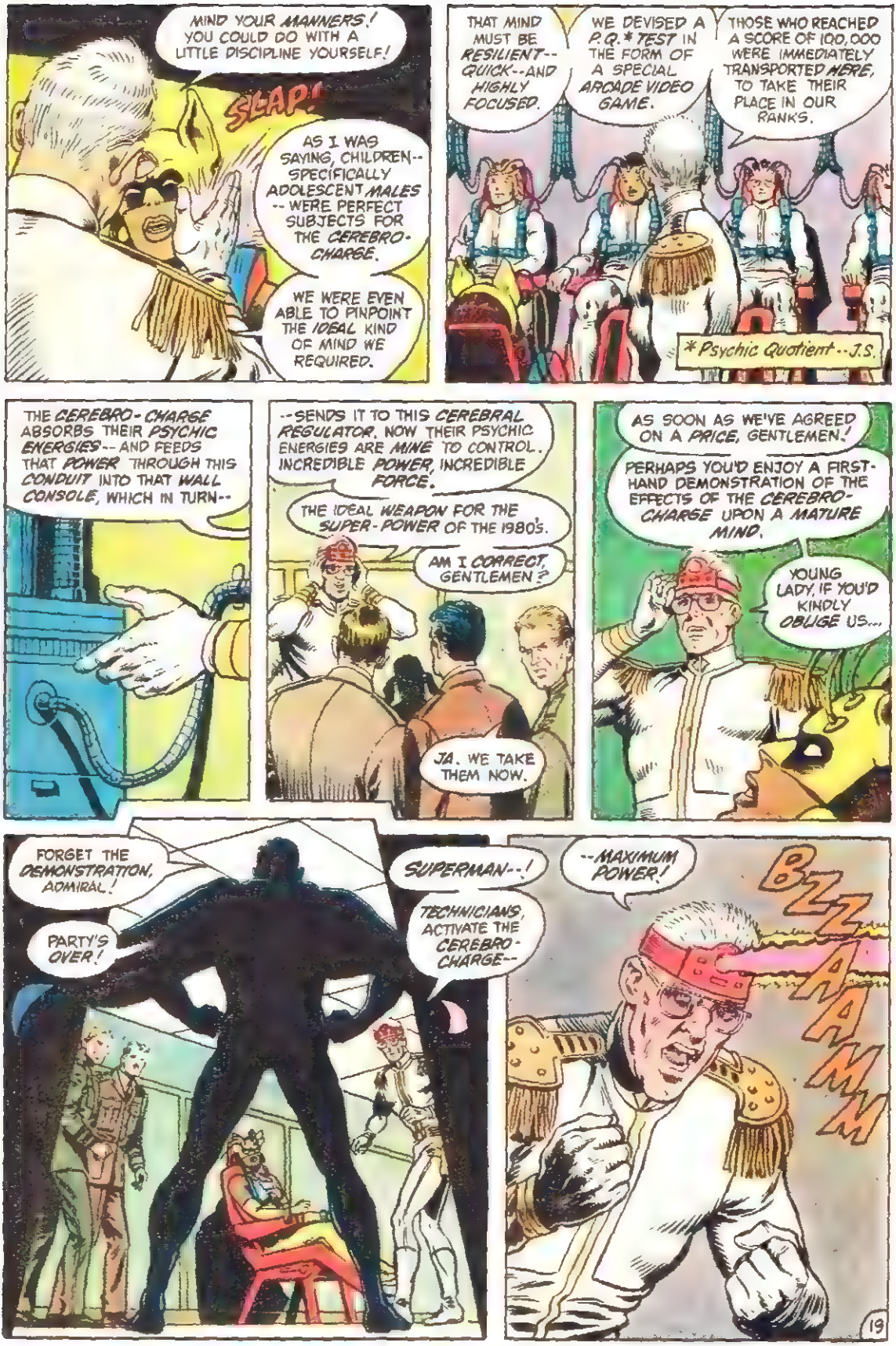
To all who submitted samples or came to talk to us at conventions, thanks for letting us look at your material. We know how much courage that often takes. We enjoyed talking with you and look forward to doing so again. We apologize to those who had to wait long periods of time for a response from us to their submissions. We did not anticipate the volume of submissions that were made and we were, and are, clearly understaffed. Moving our offices in November of 1982 didn't help either. Anyway, thanks a bunch for your participation, cooperation, and understanding when glichs developed. I appreciate.

And by the way, I made up that "ancient Sicilian folk saying" at the beginning of this column. It just seemed like a better way to start than "About our talent search..."

Thank you and good afternoon...

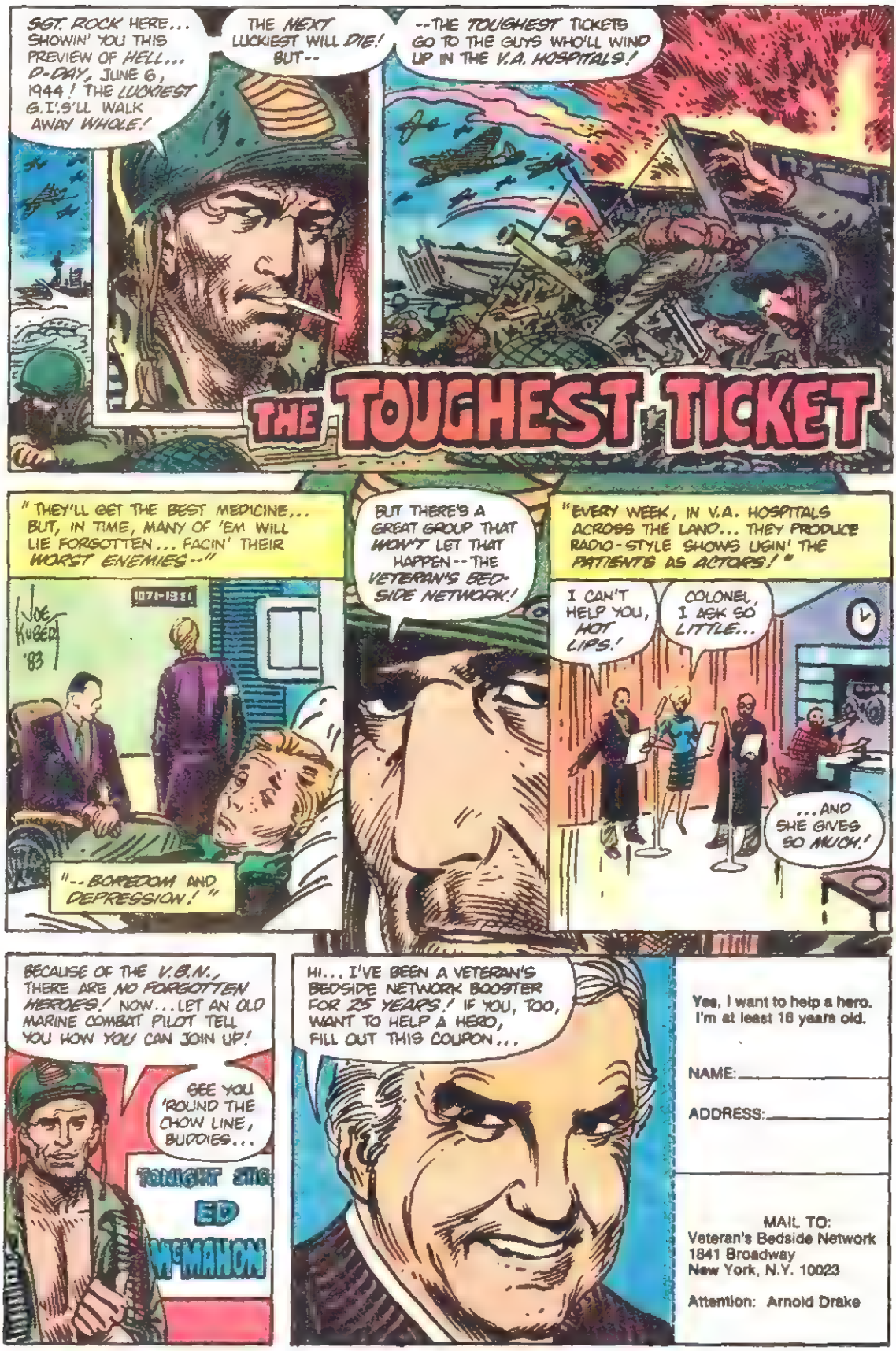
Dick

YOU TRESPASS ON MY YACHT--INJURE ONE OF MY GUARDS--AND I DON'T EVEN KNOW WHO YOU ARE.
YOU'RE A VERY RUDE YOUNG LADY.
AND YOU'RE INSANE!
WHERE ARE THE CHILDREN YOU KIDNAPPED?
AHH...SO THAT'S YOUR INTEREST!
YOU NEEDN'T WORRY ABOUT THEM... THEY'RE GOING TO BE IN GOOD HANDS.
THESE GENTLEMEN REPRESENT THE ARMED FORCES OF A CERTAIN WOULD-BE SUPER-POWER, AND THEY'RE QUITE EAGER TO TAKE CHARGE OF THE CHILDREN YOU MENTION.
QUITE EAGER.
AND IT'LL BE GOOD FOR THE BOYS, AS WELL. MILITARY DISCIPLINE CAN HAVE A SALUTARY EFFECT ON YOUNG MINDS.
WHY? WHY ARE YOU DOING THIS TO THEM?
I ENTERED THE NAVY AT FIFTEEN--LIED ABOUT MY AGE, YOU SEE--AND IT PROVED THE MAJOR FORMING EXPERIENCE OF MY LIFE.
IT WAS TO DO WITH THE CEREBRO-CHARGE. YOU SEE, I HEADED UP A SPECIAL NAVY PROGRAM THAT STUDIED PSYCHIC POWER.
I MISLED THE PENTAGON ABOUT MY FINDINGS, AND THEY DROPPED THE PROGRAM... BUT I CONTINUED, ON MY OWN, AFTER RETIREMENT.
IN EACH OF US THERE IS A PSYCHIC REGULATOR--A MENTAL MECHANISM WHICH CONTROLS THE VAST ENERGIES OUR BRAINS CONTAIN.
BY DISCONNECTING THIS REGULATOR--SHORT-CIRCUITING THE CONTROL, SO TO SPEAK--I COULD GAIN ACCESS TO TREMENDOUS PSYCHIC POWER.
WHAT I HUMBLY CALL THE CEREBRO-CHARGE.
UNFORTUNATELY, MATURE BRAINS COULD NOT CONTAIN THE RESULTING RELEASE OF ENERGY... THEY WEREN'T FLEXIBLE ENOUGH.
EACH TEST RESULTED IN BRAIN BURN-OUT... UNTIL WE TRIED CHILDREN.
YOU MONSTER!
18


MIND YOUR MANNERS! YOU COULD DO WITH A LITTLE DISCIPLINE YOURSELF!
SLAP!
AS I WAS SAYING, CHILDREN-- SPECIFICALLY ADOLESCENT MALES -- WERE PERFECT SUBJECTS FOR THE CEREBRO-CHARGE.
WE WERE EVEN ABLE TO PINPOINT THE IDEAL KIND OF MIND WE REQUIRED.
THAT MIND MUST BE RESILIENT-- QUICK--AND HIGHLY FOCUSED.
WE DEVISED A P.Q.* TEST IN THE FORM OF A SPECIAL ARCADE VIDEO GAME.
THOSE WHO REACHED A SCORE OF 100,000 WERE IMMEDIATELY TRANSPORTED HERE, TO TAKE THEIR PLACE IN OUR RANKS.
* Psychic Quotient -- J.S.
THE CEREBRO-CHARGE ABSORBS THEIR PSYCHIC ENERGIES-- AND FEEDS THAT POWER THROUGH THIS CONDUIT INTO THAT WALL CONSOLE, WHICH IN TURN--
--SENDS IT TO THIS CEREBRAL REGULATOR. NOW THEIR PSYCHIC ENERGIES ARE MINE TO CONTROL. INCREDIBLE POWER, INCREDIBLE FORCE.
THE IDEAL WEAPON FOR THE SUPER-POWER OF THE 1980's.
AM I CORRECT, GENTLEMEN?
JA. WE TAKE THEM NOW.
AS SOON AS WE'VE AGREED ON A PRICE, GENTLEMEN!
PERHAPS YOU'D ENJOY A FIRST-HAND DEMONSTRATION OF THE EFFECTS OF THE CEREBRO-CHARGE UPON A MATURE MIND.
YOUNG LADY, IF YOU'D KINDLY OBLIGE US...
FORGET THE DEMONSTRATION, ADMIRAL!
PARTY'S OVER!
SUPERMAN--!
TECHNICIANS, ACTIVATE THE CEREBRO-CHARGE--
--MAXIMUM POWER!
BZZ AAMM
19

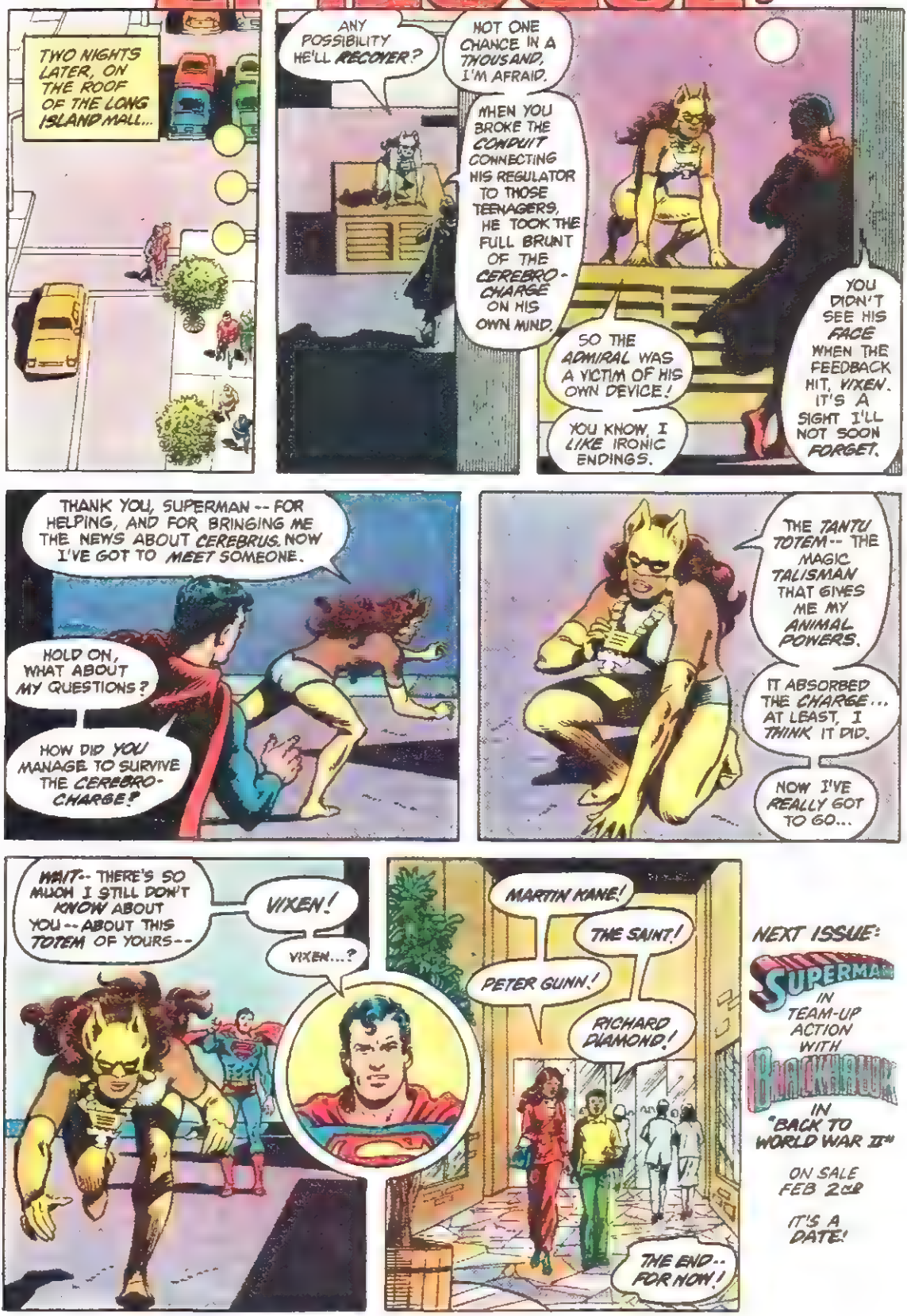
ZAAAM
YOU SEE? NOT EVEN THE GREAT MAN OF STEEL CAN WITHSTAND THE CONCENTRATED FORCE OF THE UNSTRIPPED HUMAN MIND!
NOW, QUICKLY-- DO THE WOMAN!
AYE-AYE, ADMIRAL.
BRAIN BURN-OUT SHOULD BE COMPLETED IN TWO--
SSSZZAAK
--SEC--ONDS?
RRRIP
20

I-I DON'T GET IT! THE CHARGE SHOULD HAVE CRISPED HER SKULL!
WHAT IS SHE DOING?
SCRUNNNNCH
WHAT DOES IT LOOK LIKE, BOYS?
KROOM
I'M SHUTTING YOU DOWN!
APPARENTLY YOUR MIND IS MORE FLEXIBLE THAN NORMAL!
NO MATTER! I CAN STILL DISPOSE OF YOU DIRECTLY--USING THE FUNNELED PSYCHIC ENERGY OF FOURTEEN ADOLESCENT BRAINS!
BURN!
BUR--
21


SGT. ROCK HERE... SHOWIN' YOU THIS PREVIEW OF HELL... D-DAY, JUNE 6, 1944! THE LUCKIEST G.I.'S'LL WALK AWAY WHOLE!
THE NEXT LUCKIEST WILL DIE! BUT--
--THE TOUGHEST TICKETS GO TO THE GUYS WHO'LL WIND UP IN THE V.A. HOSPITALS!
THE TOUGHEST TICKET
"THEY'LL GET THE BEST MEDICINE... BUT, IN TIME, MANY OF 'EM WILL LIE FORGOTTEN... FACIN' THEIR WORST ENEMIES--"
JOE KUBERT '83
"--BOREDOM AND DEPRESSION!"
BUT THERE'S A GREAT GROUP THAT WON'T LET THAT HAPPEN--THE VETERAN'S BED-SIDE NETWORK!
"EVERY WEEK, IN V.A. HOSPITALS ACROSS THE LAND... THEY PRODUCE RADIO-STYLE SHOWS USIN' THE PATIENTS AS ACTORS!"
I CAN'T HELP YOU, HOT LIPS!
COLONEL, I ASK SO LITTLE...
...AND SHE GIVES SO MUCH!
BECAUSE OF THE V.B.N., THERE ARE NO FORGOTTEN HEROES! NOW...LET AN OLD MARINE COMBAT PILOT TELL YOU HOW YOU CAN JOIN UP!
SEE YOU 'ROUND THE CHOW LINE, BUDDIES...
TONIGHT 8TH
ED McMAHON
HI... I'VE BEEN A VETERAN'S BEDSIDE NETWORK BOOSTER FOR 25 YEARS! IF YOU, TOO, WANT TO HELP A HERO, FILL OUT THIS COUPON...
Yes, I want to help a hero. I'm at least 16 years old.
NAME:
ADDRESS:
MAIL TO:
Veteran's Bedside Network
1841 Broadway
New York, N.Y. 10023
Attention: Arnold Drake

B-BUT--I DESTROYED YOU!
THEN--THEN I'LL BLAST YOU AGAIN!
IF NECESSARY, I'LL HIT YOU AGAIN--
--AND AGAIN!
THIS IS NO MERE PHYSICAL FORCE! YOUR VAUNTED INVULNERABILITY CANNOT DEFEND YOU AGAINST A PURE PSYCHIC ATTACK!
ZAAAM
STUNNED ME... THAT'S ALL!
ZAAKVAM
INSIDE...
EVEN WITH... STRENGTH OF AN ELEPHANT... BARELY ABLE TO STAY CONSCIOUS!
GOT TO REACH THE POWER-CONDUIT... CONNECTING THOSE KIDS TO THE CEREBRO-CHARGE.
SCRRRIP
GOT IT!
ZZZZZZZZ
AAARRRRR
FADE-OUT.

EPILOGUE:

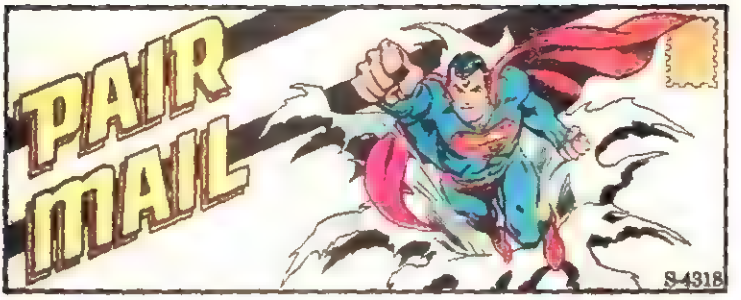


NEXT ISSUE:

SUPERMAN IN TEAM-UP ACTION WITH BLACKHAWK IN "BACK TO WORLD WAR II"

ON SALE FEB 2nd

IT'S A DATE!



DC Comics Inc.
666 Fifth Avenue
New York, NY 10103

Jenette Kahn, President and Publisher
Dick Giordano, Vice Pres.-Executive Editor
Julius Schwartz, Editor
E. Nelson Bridwell, Consulting Editor
Tom Condon, Managing Editor
Pat Bastienne, Editorial Coordinator
Bob Rozakis, Production Manager
Joe Orlando, Vice Pres.-Editorial Director
Paul Levitz, Vice Pres.-Operations
Bruce Bristow, Marketing Director
Arthur Gutowitz, Treasurer

Dear Editor:

Aside from the fact that the entire story in *DCCP* #64 was based on faulty thinking on Epoch's part (which you acknowledged on the final page of the tale), it was nice to see *Kamandi* again. Having the Last Boy on Earth come to our time (in a manner of speaking) was a nice twist for a change, since you'd expect *Superman* to be the one doing the time-traveling. And the fulfillment of the Scriptures, at least in *Kamandi*'s eyes, was a long ... er, "time" in coming.

But I must dispute *Superman*'s statement about being "as powerless to change a future as I am to change the past!" Every time he's ever done anything, he's "changing the future"! Each super-villain defeated, each disaster averted by his powers, is altering the future! And what about all his adventures in the *Legion*'s time? Talk about tampering with the future! And even if he did prevent this particular future by stopping the spread of the responsible chemical, all he'd succeed in doing is creating yet another alternate reality!

ROBERT KOWALSKI
12600 McDougall
Detroit, MI 48212

Sorry to disagree with you, Robert, but we have to stick with the assertion that Superman can't change the future ... with a bit more explanation. The Man of Steel cannot change anything he knows will occur because he's learned it by traveling into the future! In other words, if he's witnessed something that will happen in 1996 while visiting that year, everything leading up to that event becomes part of the past (even if it's part of Superman's real *future here in 1984), so the Man of Steel is unable to alter that "history"!—BR*

*****

Dear Julie,

Before I offer my comments on *DCCP* #64, I'd like to pass on a bit of good news. You have gained a new regular buyer. (There! Now you can go and open that bottle of champagne you've been saving.) Previously, I only bought *DCCP* if the co-star was of particular interest to me, but that has been the case so often recently (*Amethyst, Omac, Freedom Fighters*) that I figured I might as well add the book to my monthly buying list.

The *Superman/Kamandi* team-up in the December issue was great fun. Full marks to Mark Evanier for coming up with an interesting variation on the usual time-travel stories. What I enjoyed most, though, were the humorous sequences dotted throughout the story, such as on page 16 as the two Tigermen are dropped into the tigress's cage. That was hilarious! "Turn your head, brother! Can't you see she's naked?"

Actually, in light of what *Superman* was thinking on page 14, this wasn't so much a time-travel story as an other-dimensional story. Boy, this could get awfully confusing.

Alex Saviuk and Frank McLaughlin did an impressive job on the "Kirby-esque" art, appropriate for this story. The full-page panel was especially good.

DALE COE
41 Whitecross Road
Warrington
Cheshire, WA5 1LR, England

After his success dealing with Superman and a future character, Mark Evanier will be back again a few issues from now with the Man of Steel and a team from the past—the Blackhawks! And if you want to see just how Mark handles the battle-stars of World War II, check out their own monthly magazine, which Mr. Evanier writes and edits!—BR

*****

Dear Editor,

Mark Evanier? This is the first story of his I've read and, to be fair, I won't judge his work until I read more. He was able to get *Superman* and *Kamandi* together in one story in a very plausible way. But you should be made aware that I can't stand *Kamandi* and it was no great loss to me when he was put into comic book limbo. That's why I was surprised when I liked the story.

But the book was not without its faults. It moved too fast and the entire issue seemed consumed by action. Usually I'm all for more action and less talk, but this was ridiculous!

One last thing. Why has this book become *WHATEVER HAPPENED TO... MAGAZINE*? It's great to see unknown DC characters show up, but let's keep it to a minimum. Let's see *Firestorm, Batgirl, Flash*, and *Green Lantern* back again!

EDDIE LITTLE
63-95 Austin St.
Rego Park, NY 11374

Request noted, Eddie, but based on the mail we get, we'd have to say that you're outnumbered by readers who prefer the more "off-beat" team-ups. But that doesn't mean our regular characters won't be appearing ... just that they have competition!
And as for Mark Evanier's credentials, we refer you to our answer to Dale Coe's letter!—BR

*****

Dear Julie and Bob,

Quite recently it seems I've been writing nothing but negative letters concerning *Superman*. The reason is that nothing good has been going on with the character. This holds true in *DCCP* #64.

The story is almost like what Jack Kirby would write. Not too surprisingly, actually, since Mark Evanier used to work with Kirby a few years ago. Actually, I kinda liked the story, but it left me with an empty feeling when I finished reading it, as if it were just an excuse for Mark to write a *Superman* story.

The art was also like Kirby's work. Case in point: Page 11. If I wanted to see Kirby art (which I *don't*), I would pick up an issue of the books he does for one of your competitors. What I wanted to see was art by Alex Saviuk and Frank McLaughlin; too bad I didn't get any.

Next time you guys use concepts created by Jack Kirby, do your own stuff. I pay to see *your* work, not ripoffs!

KEVIN T. BROWN
7846F W. Lawrence Ave.
Norridge, IL 60656

*****

Dear Editor,

Pity *Kamandi*. Most comic fans have given his series as much respect as *BROTHER POWER, THE GEEK!*

Since the cancellation of his magazine, *Kamandi* has suffered twice in team-ups with *Batman* in the late (great) *BRAVE AND BOLD*. Although those team-ups tried awfully hard to present *Kamandi* as he was in his own comic, they couldn't bring out the mood, the feel, or the impact of his original Jack Kirby series.

So the *Superman/Kamandi* team-

up in *DC PRESENTS* was, by its very nature, a lost cause. It was a treat for all of us old *Kamandi* fans, but it was not the sort of engaging story that will scramble comic fandom into a massive demand for a *Kamandi* miniseries.

Mark Evanier did a decent job on the script. Gil Kane did a cover worthy of being a poster. Alex Saviuk and Frank McLaughlin did an incredible job with the art. The problem? They simply didn't make the issue one-tenth as good as a Kirby issue of *KAMANDI*.

You folks get an A+ for effort, but a C- in presentation!

T.E. POUNCEY
Wichita, KS 67208

We'd like the rest of you readers to take note of this example of an editor's dilemma: Kevin Brown didn't like DCCP #64 because it was too much like Jack Kirby's work. T.E. Pouncey didn't like it because it wasn't enough like Kirby's work. Suggestions, anyone?—BR

*****

Dear DC,

In #64 the art was fantastic!!! I'm really impressed with the pencilling by Alex Saviuk. Especially *Superman!* Alex's drawings are simple, but his characters seem to come to life. You can always see by the facial expression what the guy is feeling. (But this letter wouldn't be fair if I didn't also mention the great inking job. I didn't forget about you, Frank!)

That was my good news. Now the bad: This issue it was *Kamandi*, last issue it was *Amethyst*, before that the *Freedom Fighters*, *Omac*, and the *Atomic Knights*. I have nothing against these dudes, but I'd also like to see *Superman* team up with some famous (or, at least, well-known) super-heroes. I'm getting tired of these team-ups where I don't even know the partner.

ERIC JAMES BAICH
77A Fines Dr.
Regina, Sask. S4N 6C1

Hey, Eddie Little, you've got a supporter! Looks like yours truly better get in touch with Dan Mishkin so we can write that Superman/Hawkman team-up we've been discussing. (You've heard of Hawkman, haven't you, Eric? Good!)—BR

*****

Dear DC,

"May You Live in Interesting Times" was a good story. I particularly liked page 16.

Question: Is Michele Wolfman, who colored this issue, related to Marv?

By the way, now that the price of comics has gone up to 75¢, I've got to cut back on one book. Not *DC PRESENTS*, though! (I remember when they were only 10¢!)

KEVIN GUZMAN
7286 Orchard St.
Riverside, CA 92504

Michele is Marv's wife, Kevin, and you can see her coloring regularly in the pages of one of the books Marv edits, STAR TREK!

I remember 10¢ comic books, too. And 5¢ candy bars ... and 50¢ movie admissions ... and 10¢ sodas ... and 4¢ postage stamps! Gee, we must be getting old!—BR

*****

Dear Mr. Schwartz,

It's pointless for me to write commenting on a certain issue, as we in England get our DCs several months after they're released in the U.S. Any relevant praise on a particular issue would be too late to be of any importance. So, instead, I'm sending along general comments.

DCCP is getting better after a rather disappointing lull. The issues since the *Atomic Knights* have been simply writhing with spectacular action and adventure. I never thought I'd enjoy a run of stories again after that three-parter with *J'onn J'onzz*, *Supergirl*, and *The Spectre*, but each new team-up lately has left me shaking my head in astonishment. How do you do it?

Speaking of that three-parter, can we have more? Spreading a tale over two or three issues not only enhances the story, but gives the team-ups more credibility and makes them more interesting. How about *Superman*, *Deadman*, and *The Spectre* in one issue, joined by *Raven* and *The Phantom Stranger* in the next? (Yes, I know it's asking a bit much.)

Also, how about *Superman* with *Batman* and *The Outsiders*? Or perhaps the Earth-2 *Superman* with *Hourman* or *Mr. Terrific* in a story set in the 1940's? Or perhaps the *New Teen Titans* or the *New Robin* (Jason Todd) or *Wonder Woman* or the *Time Trapper* or *Captain Carrot* ...? Oh, I could go on forever. I'll shut up.

JEFFREY GIBBS
19 Yeomans Way
Enfield, Middlesex, England

There's nothing wrong with a letter of general comments, Jeff. In fact, when we have two pages for letters, we prefer to spend some space on overviews and topics not generally related to the issue at hand. So keep writing. We read your letters whenever they arrive ... and sometimes (like this time) we print 'em!—Bob Rozakis

STATEMENT OF OWNERSHIP, MANAGEMENT AND CIRCULATION
(Required by 39 U.S.C. 3685)

1A. Title of Publication: DC COMICS PRESENTS
1B. Publication No. 487 750
2. Date of Filing: October 1, 1983
3. Frequency of Issue: Monthly
3A. No. of Issues Published Annually: 12
3B. Annual Subscription Price: $9.00
4. Complete Mailing Address of Known Office of Publication: 666 Fifth Avenue, New York, N.Y. 10103
5. Complete Mailing Address of the Headquarters of General Business Offices of the Publisher: 666 Fifth Avenue, New York, N.Y. 10103
6. Full Names and Complete Mailing Address of Publisher, Editor, and Managing Editor: Publisher: DC Comics Inc. 666 Fifth Avenue, New York, N.Y. 10103 Editor: Julius Schwartz, 666 Fifth Avenue, New York, N.Y. 10103 Managing Editor: Dick Giordano, 666 Fifth Avenue, New York, N.Y. 10103
7. Owner: DC Comics Inc. 666 Fifth Avenue, New York, N.Y. 10103 wholly owned by Warner Communications Inc., 75 Rockefeller Plaza, New York, N.Y. 10019, a publicly held company
8. Known Bondholders, Mortgagees, and Other Security Holders Owning or Holding 1 Percent or More of Total Amount of Bonds, Mortgages or Other Securities: None
9. For Completion by Nonprofit Organizations Authorized to Mail at Special Rates: Not Applicable
10. Extent and Nature of Circulation

	Average no. copies each issue during preceding 12 months	Actual no. copies of single issue published nearest to filing date
10A. Total No. Copies (Net Press Run)	296,908	267,339
10B. Paid Circulation. 1. Sales through Dealers and Carriers, Street Vendors and Counter Sales	118,397	104,582
2. Mail Subscription	1,162	874
10C. Total Paid Circulation (Sum of 10B1 and 10B2)	119,559	105,456
10D. Free Distribution by Mail, Carrier or Other Means, Samples, Complementary, and Other Free Copies	739	267
10E. Total Distribution (Sum of C and D)	120,298	105,723
10F. Copies Not Distributed. 1. Office Use, Left Over, Unaccounted, Spoiled After Printing	2,512	200
2. Return From News Agents	173,098	161,416
10G. Total (Sum of E, F1 and 2 - should equal net press run shown in A)	296,908	267,339

11. I certify that the statements made by me above are correct and complete. Paul Levitz, Vice President-Operations

EARN FAMOUS NAME PRIZES OR EARN $1.00 AN ITEM CASH

SELL CARDS & GIFTS FROM FREE SALES BOOKLET!

GO, GO, GO . . . WITH CAPTAIN "O"!

PICK YOUR PRIZE from Olympic's FREE full-color Prize Catalog! OR KEEP CASH – $1.00 for every item sold! It's easy to earn PRIZES or CASH by selling All Occasion Cards, Personalized Stationery and Gifts from Olympic's FREE 1984 Sales Booklet!

Show your Sales Booklet to friends, relatives, neighbors. Anyone's a prospect! With Olympic, *you pay nothing . . . owe nothing . . . return nothing!* You get full membership information and all sales material FREE!

SO DON'T WAIT! Call our Captain "O" operator TOLL FREE now, or mail us your name, address and zip code TODAY!

OLYMPIC SALES CLUB, INC.
Dept. 84NC1 Enfield, CT 06082

PICK FROM 100 SUPER PRIZES

© 1984 OLYMPIC SALES CLUB, INC.

PHONE FREE

✖ Service available in 48 United States and Puerto Rico. Alaska and Hawaii please reply by mail

CALL CAPTAIN "O" OPERATOR TOLL FREE
1-800-528-6644*
(In Arizona: 1-800-352-0458)
24 HOURS A DAY . . .
7 DAYS A WEEK, including Sunday

Ask for Amy

She or another CAPTAIN "O" operator is waiting to rush your name, address and ZIP CODE to us

✖PLEASE . . . operators can take name and address only . . . CANNOT answer questions.

Three Will Get You One. Free!

Here's a fantastic chance to add to your model car collection. Or start a new one. Just buy any three *different* Monogram 1/24th scale car kits and we'll send you another one. Absolutely free. See details on coupon.

Buy your Monogram favorites—the hot ones from Detroit, muscle cars, street machines, Grand National or the latest race cars—any model at all. They're all designed for detail and built for fun.

Visit your Monogram dealer soon. After all, chances like this don't come down the pike every day.

MONOGRAM

Monogram Models, Inc.
Morton Grove, Illinois 60053

©1983 Monogram Models, Inc All Rights Reserved

The Great Monogram 1/24th Scale Car Giveaway Official Certificate

Complete and mail this certificate together with the *dated* cash register receipts or a photo copy of the receipts and the top of the front page of the instruction sheets (no reproduction) from any three different Monogram 1/24th scale car kits showing the Monogram trademark and stock numbers of the kits. Monogram reserves the right to choose which 1/24th scale model car kit to send you Mail to:

1/24th Car Offer
Monogram Models, Inc.
P.O. Box 813
Morton Grove, IL 60053

Send my free 1/24th scale car to: (Please print clearly)

NAME_____

ADDRESS_____

CITY_____

STATE_____ ZIP_____

Limit one free model kit per household or organization. Allow 6-8 weeks for delivery. Offer void where prohibited, taxed, or otherwise restricted. No rainchecks or other price/product guarantees will be honored. Certificates are non-transferable, non-reproducible. Offer good only in U.S.A. and Puerto Rico. Monogram Models, Inc. is not responsible for lost, misdirected, or late mail.

Purchases must be made between November 15, 1983 and July 31, 1984. Requests must be postmarked no later than August 15, 1984.

DC

©1983 Monogram Models, Inc

MASTERS
OF THE UNIVERSE
THE POWER OF HE-MAN
VIDEO GAME

THE POWER OF HE-MAN™* for Intellivision® and Atari® 2600. It's the first Masters of the Universe™* video game, but it could be the last for He-Man.™* Because even if he survives thirty treacherous miles in his Wind Raider™* he still has to battle Skeletor™* in the mysterious Castle Grayskull™*!

MATTEL ELECTRONICS®

©Mattel, Inc. 1983. All Rights Reserved. *Trademarks used under license from Mattel, Inc.

Game shown on Intellivision with SuperGraphics. Game varies by system.

Holy Shinola!! It's **DCP!!!!**

DC COMICS PRESENTS
SUPERMAN and
INTRODUCING: VIXEN
Comeback!
68
75¢
CAN 95¢
U.K. 30p
APR 84
THE NEW
THERE'S NO STOPPING US NOW.

SECOND CLASS CITIZENS-DCP

DC Comics Presents #68

April 1984

DC Comics

"Destiny's Children"

writer: Gerry Conway
penciller: Curt Swan
inker: Murphy Anderson
letterer: Ben Oda
colorist: Gene D'Angelo
editor: Julius Schwartz

1st app. Admiral Cerebrus